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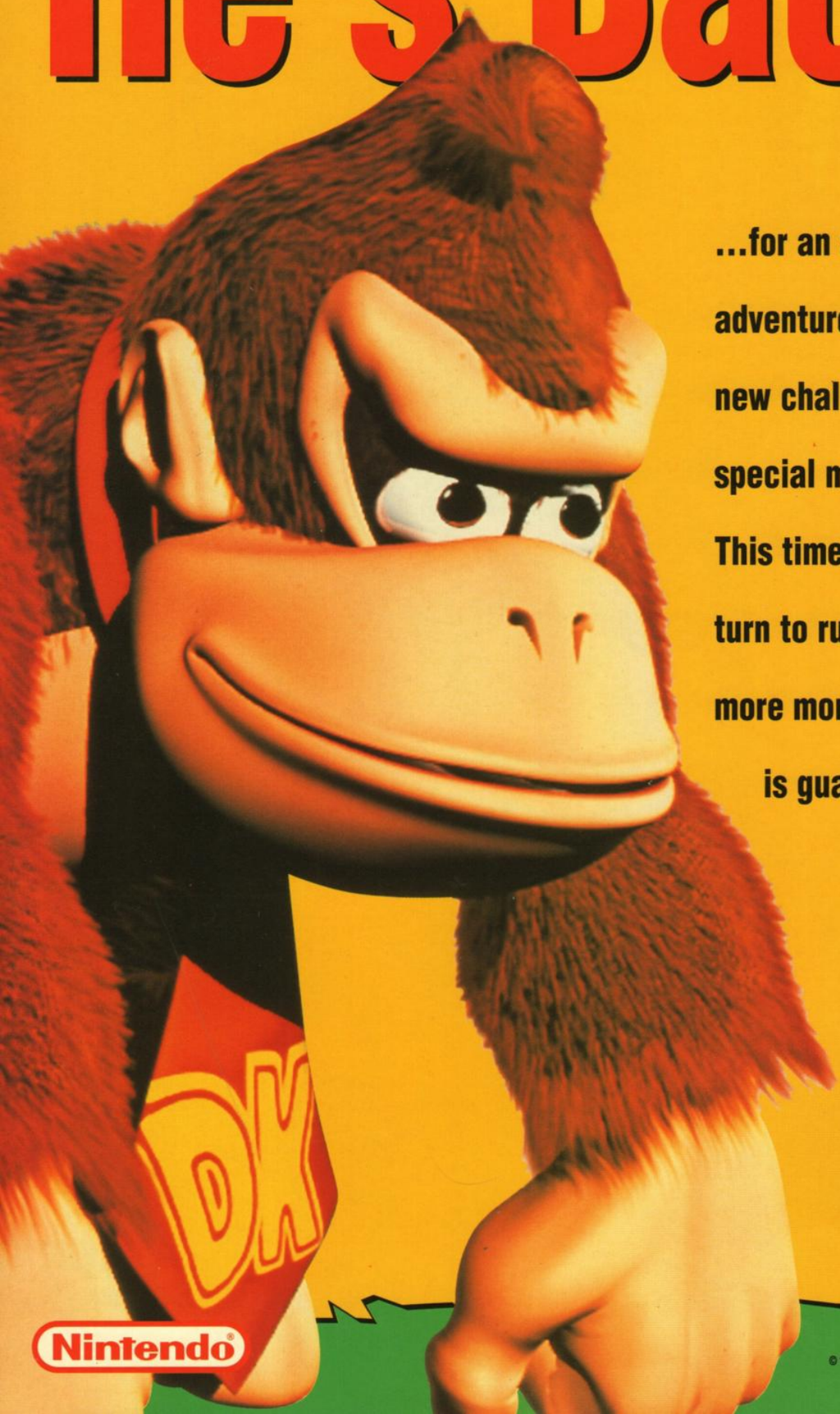

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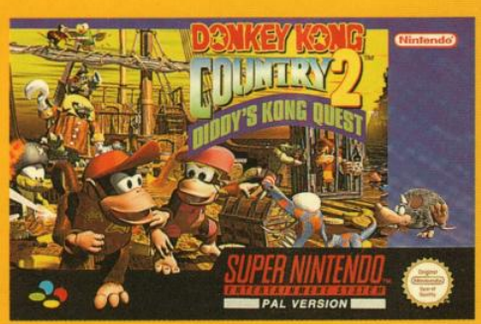

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N64 SCOOP!! TUROK DINOSAUR HUNTER

We've got the first shots of Acclaim's amazing new Nintendo 64 title!

Turn to page 6 NOW!

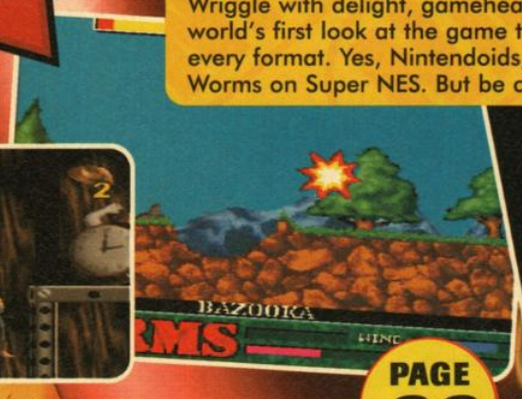
PAGE 12

World Exclusive®

WORMS

HARD PINK THINGS TO FIDDLE WITH!!

Wriggle with delight, gameheads, as your fave Nintendo read delivers you the world's first look at the game that's burrowed its way into the souls of just about every format. Yes, Nintendoids, squirm to page 12 for an instant insight into Worms on Super NES. But be careful – they bite!



PAGE 26

TOY STORY

THE TOYS ARE BACK IN TOWN!!

It's **EXCLUSIVE** time again in the NMS toy cupboard as we bring you the first review of the game that's set to change the way you think about movie licences. Yes, my little Action Men and Sindy dolls, get your gripping hands to page 26 for the definitive review – it'll put hairs on your plastic chest!

MEGAMAN X3

PAGE 38

THE RETURN OF LITTLE BOY BLUE!!

That's right, gamesters – the big Meg's back in this, his lastest platforming foray on the Super NES. Screw in your Mega-Arm, blast that boss and skid down to page 38 for a complete insight into the metallic world of the Meggy one!

KIRBY BLOCKBALL

PAGE 48

KIRB-KRAWL ROUND THE BLOCK!!

The Kirbster returns to Nintendo's handheld wonder in his own Breakout clone. Bounce your pinkies to page 48 and check out how Japan's favourite fat fluffy lump fairs on GameBoy!

GUIDE-FEST!

TIPS TRULY 'R' US!!

Last month we led you through the final felt-tip-tastic levels of Yoshi's Island. Now, after screams of help from Baby Mario we're giving you the full SP on how to successfully negotiate the precarious paths of the Bonus levels. **PLUS!** After a veritable tag-team of requests we've the full list of secret moves for Acclaim's WWF WrestleMania. And, as if that wasn't enough to satiate your craving for tips, we've the full guide on how to navigate the many world's of Squaresoft's Secret Of Evermore. You know, we really do look after you, don't we?

OLYMPIC SUMMER GAMES

PAGE 88

GO FOR GOLD WITH TH•Q!!

Once again NMS is the first over the line as we procure the **EXCLUSIVE** preview of the official Atlanta '96 Olympic title for Super NES. Zip up yer Lycra and hurdle your way to page 88 when you hear the starter's pistol...

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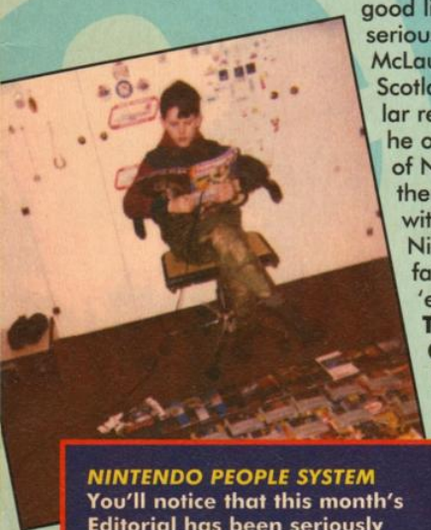
Nintendo® PEOPLE SYSTE

Welcome to another exclusives-packed issue of NMS! As you can see, Editorial's undergone a slight face-lift this month and has been returned to its original position at the front of the mag – this way you get to see my beaming fizzog before anything else! (Well, it's nice to get the nasty stuff out the way first!) We've got some really top stuff for you this issue, including the first review of Toy Story on Super NES (strangely, some of our – ha! – 'rivals' have been reviewing the Megadrive version and pretending it's the Super NES one, even going so far as to print shots of a 3D stage that's not actually in the Super NES game! We'll name no names – the very guilty parties know who they are.) So, enjoy the issue, and see you in a month! Have fun!

DAVE

PHOTO MISFITS!

Martin Brewer from Brynberian in Wales sent us this photo of himself dressed up as that top spritual-ninja-clansman bloke Kung Lao. Martin claims that the photo was taken ages ago when he was but a tiny tot, but as MK2 has only been knocking about for a couple of years he can't have been that young. Anyway, we reckon he's pulled off quite a good likeness. And this serious looking chap is Peter McLaughlin from Dunlop in Ayrshire, Scotland. As you can see Pete's a regular reader of NMS and also looks like he owns quite a formidable collection of Nintendo titles – nice one, matey. If there's any more of you out there with photos of you dressed as Nintendo characters or you fancy taking a photo send 'em to: **DRESSED TO THRILL!, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**



RATINGS GUIDE

90–100 ANY GAME SCORING ABOVE 90% IS AWARDED THE NMS SEAL OF QUALITY. SUCH GAMES COME NMS RECOMMENDED AND RATE AS ABSOLUTE MUST BUYS.
The name Schwarzenegger springs to mind. Your baby-oiled body reflects the light as you tense a rippling bicep.

80–89 24 hours, seven days a week you're either working out, pumping iron or eating up the miles on your mountain bike. Good work, beefcake!

70–79 Hey-hey, looking pretty sharp, fellah! Your fat-to-muscle ratio's on the right side of good and the foxy ladies think you've a cute, tight ass!

60–69 Not bad. You walk to school and play for your local footy team, but you don't half tuck away the junk food. Watch it or you're heading for lard city!

50–59 Alright, so you visit the gym once a week, but only 'cos you feel guilty about all that lager you stick away. Funny how you never look in the mirror!

40–49 A visit to the toilet leaves you breathless from sheer exertion and all those fried lunches have left you with a rather undesirable selection of chins.

30–39 GAMES SCORING BELOW 40% ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS!
Forget going to the toilet – even going for a wee in your bed leaves you completely exhausted. In fact, you can barely raise the next greasy burger to your lips.

20–29 Now the act breathing is proving extremely tiring as you struggle to the front door and spend half-an-hour trying to open your application to become Ronnie Corbett's stuntman.

0–19 The name Jabba The Hutt springs to mind. Your body glistens as the grease from another kebab rolls over the multi-layered flab of your belly.

NINTENDO PEOPLE SYSTEM

You'll notice that this month's Editorial has been seriously trimmed down. So, to keep in perfect symbiotic magazine harmony, the lads have all decided to trim themselves down too. Well, kind of...

DAVE "PUSH UPS" UPCHURCH

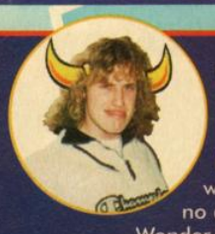
Our cuddly guv'nor was none too pleased when this fitness campaign was announced. In fact, the only exercise he's done so far are on his jaw muscles chewing through as many mega-large, super-turbo deluxe pizzas he can cram in his gob at once.

PETE "SPRINT FINISH" BARRELL

Pete's been a shining example to all of us at NMS with the near religious vigour with which he's been pursuing his quest for bodily perfection. He's been performing all sorts of physical jerks and went on the rowing machine, did five strokes and shot off across the gym.

SIMON "BROWN BOTTLE" CLAYS

Simon's efforts at fitness have resulted in him giving up solids totally, and he now exists on a totally liquid diet. Unfortunately for our stick-insect Deputy it's the brown fizzy liquid that leaves you with a poorly head the next morning!



SHAUN "WORK THAT BODY" WHITE

Shaun believes that his body is a temple – unfortunately it's an abattoir type of temple crammed to the rafters with hunks of fatty, red lumps of dead animal and grease-impregnated burgers.

CHRIS "JERK AND LIFT" HOBBS

Chris is hardly what you'd describe as fat in the first place, but in the battle to slim down he decided to remove his brain. Problem is, when he came to weigh himself he found there was absolutely no difference. Wonder why?

PHIL "50 LENGTHS" DAWSON

Phil the Cosmic Cracker has decided he'll dance his way to fitness in a club style-e every night. So every morning our player's guide guru comes in looking like poo with eyes on storks from staying up past his bedtime.

Nintendo®

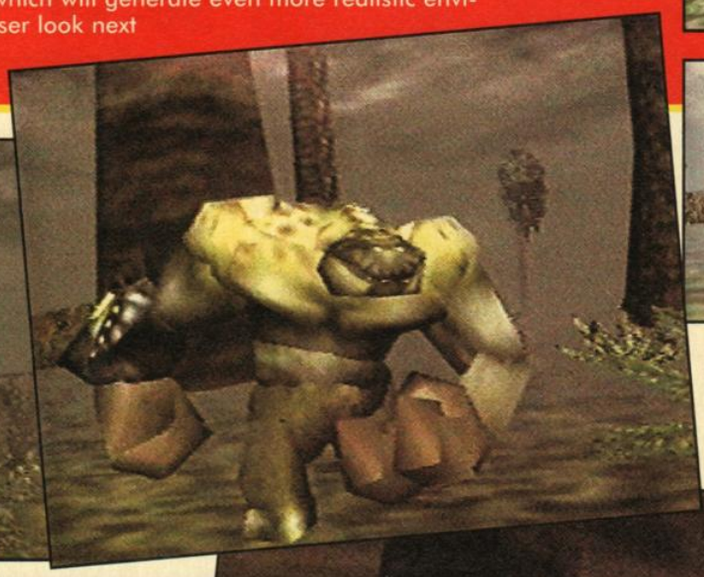
NEWS NETWORK

DINO-PHWOARS!

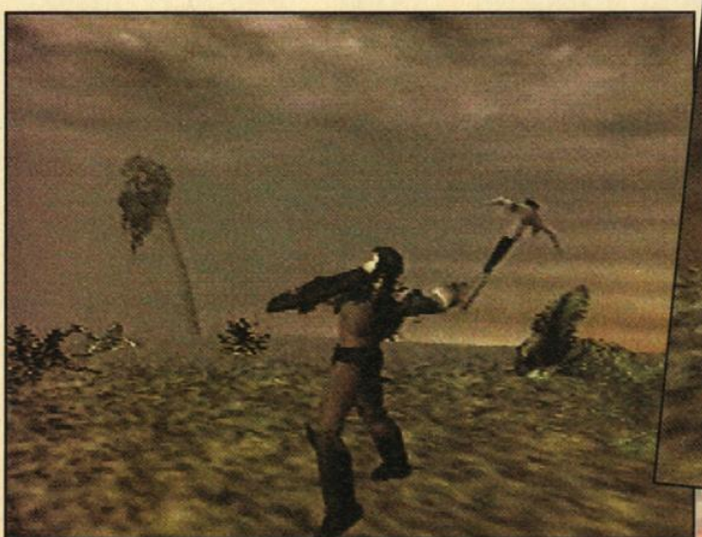
In yet another major NMS scoop, we are proud to present to you the first Nintendo 64 shots of Acclaim's visually-stunning Turok: Dinosaur Hunter. Based on the popular comicbook character and coded by developer Iguana, the game centres around Turok's struggle to prevent his arch-nemesis Campaigner from erasing time with a secret device.

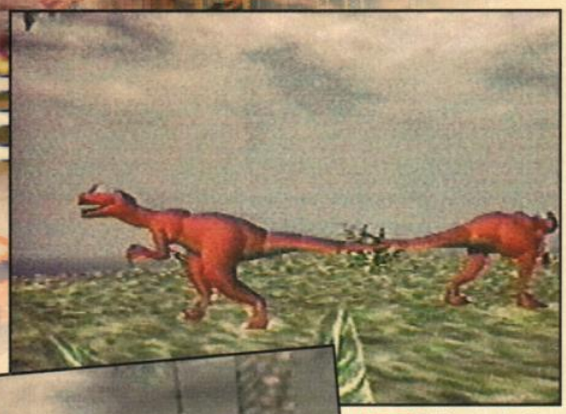
Although we didn't actually get the chance to play the game, Acclaim provided us with a demo video of the game in action and it all looks very impressive. The game is played from the point-of-view of the hero, Turok, so you see what he sees as he explores his mist-shrouded world. The fluidity of the movement and the quality of the animation on the various monsters encountered is staggering, and the eerie fog effect makes for some spine-chilling moments, such as when a massive T-Rex lumbers out of the mist at you! This looks set to be a killer game in more ways than one!

To be honest, it's still early days for Turok: Dinosaur Hunter, with Acclaim claiming that the game is barely 40% complete. Apparently the characters you see here are only half-finished – there are loads of texture maps still to be applied, which will generate even more realistic environments. Hopefully, we'll be taking a closer look next month, but until then feast your eyes on these fabbo shots...



(ABOVE) As you can see, Turok looks pretty darn smart – and it's barely 40% completed! Lord knows what it'll look like when it's finished!

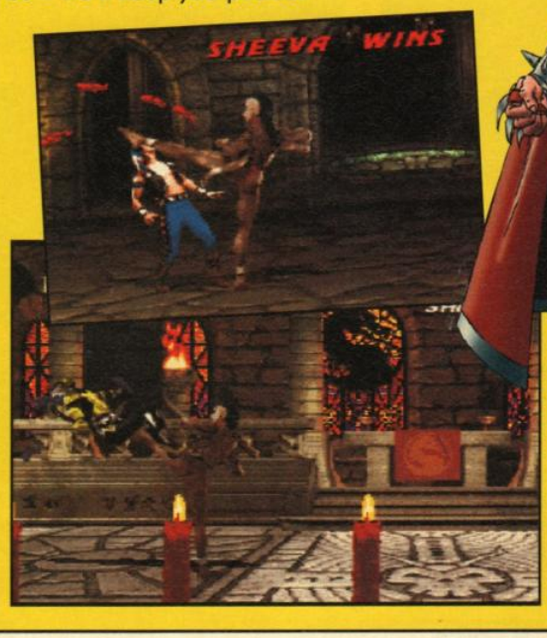




(LEFT) What's this? Gun-wielding robots trampling around a strange prehistoric setting? What will these comic people think of next?

MORTAL KOMBAT KONTINUES!

Good news for fight fans! Yes, Ultimate Mortal Kombat, the bloodiest and best incarnation of the classic beat-'em-up saga, is coming to the Super NES! The game offers 16 characters, new combat arenas, new moves, new... well, everything, basically. It's due for release this Autmn in the States, and we're currently investigating what its UK fate will be – we'll keep you posted.



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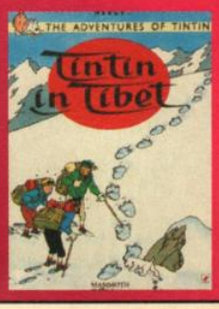

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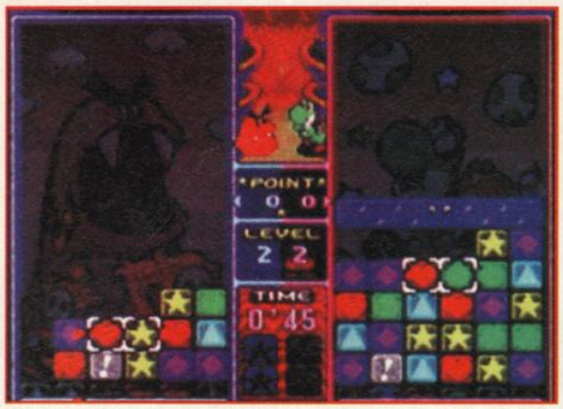

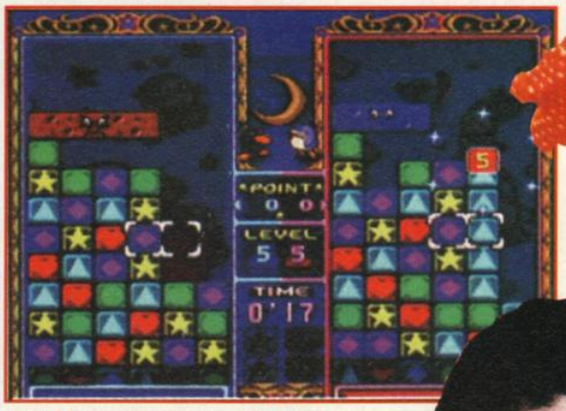

PON? WRONG!

It wouldn't be News without some little titbit about Paneru Gopon, the brilliant block-bustin' puzzle game which we reviewed on import some two or three months ago, would it? So here's this month's dose... and it's pretty interesting stuff. For a start, the game's 'Western' name will be Tetris Attack, and as you can see from these screenshots it's been revamped with characters from Yoshi's Island, just as we predicted. Apart from that, it's exactly the same game – great! Look out for it in a store near you this summer.

(ABOVE) Forget Pon 'cos there's a new game in town – and it's called Tetris Attack. We've no idea why, 'cos Tetris and Pon have no similarities really.

FOOD N' FOOTY?

Horse and carriage. Love and marriage. Er... Food and football. Hmmm... Well, it doesn't strike us as the most obvious combination in the World, but the owners of Football Football, the newly-opened footy-themed restaurant in London's West End, obviously thinks it a winner. And so does Nintendo it would seem, as it's just announced that it'll be sponsoring the project. Of course, Nintendo already has strong footballing links via the Premier League and Match magazine, so this latest deal is a logical(-ish) progression. As part of the deal, Nintendo will be providing video loops to entertain diners, and it will also feature in a special laser light show. We say: nice one, Nintendo – and by the way, any chance of slipping us a BSE-free burger? We're bloomin' starvin'...

IT'S (NOT-SO-) WACKO JACKO!

Okay, so he had a pet monkey called Bubbles and his face is more plastic than Action Man's, but on his recent visit to the UK Michael Jackson proved he's not quite as 'wacko' as some tabloids would have you believe – if nothing else, he's got a real eye for a bargain! On Saturday 17th February, Jacko popped into the HMV Level One gamestore on London's Oxford Street and spent an hour taking advantage of THE Games' recent Super NES cart price cuts, walking off with a whole pile of gaming goodies including Diddy's Kong Quest!

FOR AN ALIEN ENCOUNTER SEE PAGE 37

ALLIANCE LEICESTER

FIFA

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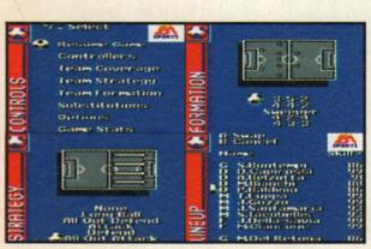

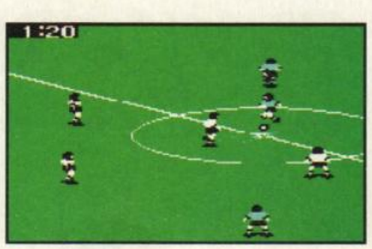

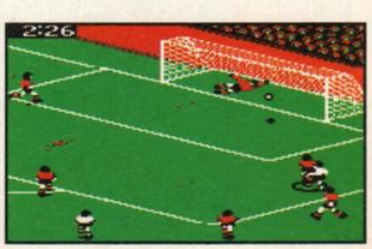

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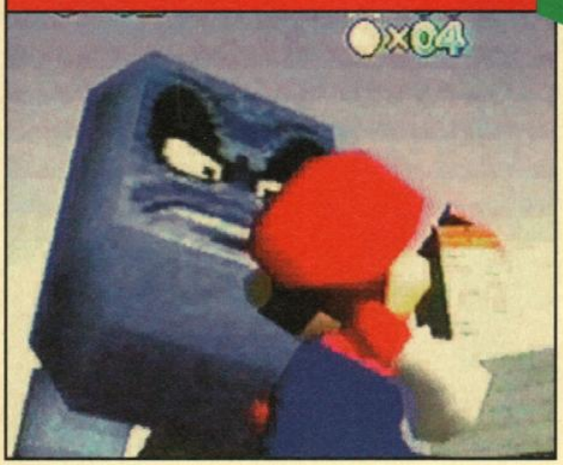
MORE DELAY? NO WAY!

Rest easy, people! Shortly after the recent announcement from Nintendo that the Japanese launch of the N64 was being delayed until June 23rd, trade newspaper CTW ran a follow-up statement from Nintendo Of America confirming that this would **NOT** affect the US or European launches of the machine, which are still scheduled for September 30th and 'late Fall' respectively. Thank goodness for that, eh?



N64 DEVELOPING NICELY!

Word reaches us from Japan that Nintendo has asked the Nichimen Graphics Corporation of Japan to help them find ways to reduce the development time for N64 titles. According to a recent report in Nihon Keizai Shimbum, a Japanese newspaper, Nintendo hopes to reduce development time by 30-50%. Apparently Nichimen, which is best known for N-World, a SGI-based games development system, is due to send three engineers to Nintendo's HQ to aid developers creating all its N64 software. It's not known whether this announcement is related to the recent N64 launch delays.

MPO WINNERS!! COMPO WINNERS!! COMPO WINNERS!! COMPO WIN

Did you enter one of the compos in NMS#41? If so, read on to find out if you've won anything!

FRANTIC FLEA COMPO

We asked you what was another name for a flea, and the answer was, of course, a nit. Winner of the Sony Discman and a copy of Frantic Flea on Super NES is **Graham Brown from Dudley**, and the five runners-up, who each win a copy Frantic Flea, are: **P. Wheal, Hornchurch; Jonathan Dalmedo, Buckingham; Andrew McDonald, Plymouth; Sam Parker, Alcester; Gary Smith, Enfield.**

MARIO MADNESS COMPO

We asked you to name the big boss at the end of Yoshi's Island, Super Mario's latest adventure – naturally, the answer was Bowser. The winner of the first prize is **Lee Ashton from Reddich,** the winner of the second prize is **Tywi Roberts from Bedwas,** and the winners of the five third prizes are: **R. Emmery, Barking; Marcus Eves, Llanmorlais; Peter Simpson, Glasgow; Richard DiBlasi, Liverpool; Ian Purvey, Sunbury.**

STAR WARS COMPO

Anakin Skywalker was Darth Vader's original name, as lots of you Star Wars fans out there knew. The three so-lucky first prize winners are: **Thomas Dodd, St Peters; Gary Gilfoy, Hamble; D. Blackburn, South Humberside.** The three almost-as-lucky second prize winners are: **C. Gill, Southall; Paul Rogers, Shrewsbury; Wayne Vernon, Sheffield.** Finally, the six still-quite-spawny third prize winners are: **Karl Hutson, Clondalkin; William Jones, Bridgewater; Philip Hurst, Faringdon; Graham Turner, Portsmouth; Nick Jakes, Woodlesford; Elsa McMillan, Glasgow.**

L.S.D.
know the score

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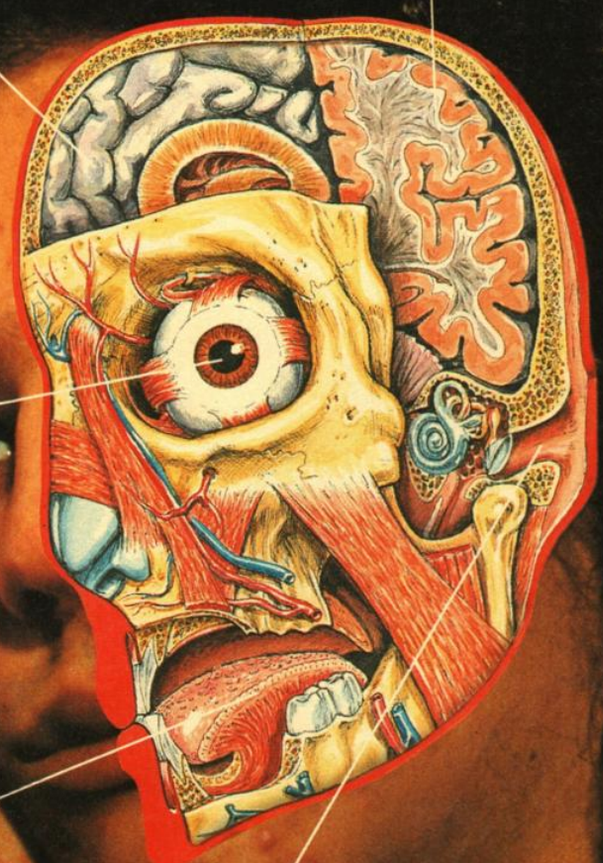
You can have flashbacks without warning years after. These can be nightmarish even if the original trip wasn't.



You may see things that aren't really there and it can permanently affect your eyesight.

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SPECIAL FEATURE

The Worms domination of the World continues! They've burrowed their slimy warmongering way onto just about every format known to computer-kind and now they're about to invade a Super NES near you!

Worms are not exactly famed for their hyper-aggressive tendencies. In fact, the best most can do is hang around on your patio waiting to be swooped up in the hungry beak of some fat starling! And they're hardly renowned for their academic capabilities – it rains and what to worms do? Surface from their soily underground haven and head for any flat area where they can be flattened by a passing training-shoe, car tyre or mountain bike. But hey, who are the *real* smarty pants around here? They might not be the brightest but they're pretty good at splitting themselves in half – not that I can think of too many benefits that can be gained from accomplishing this form of duality, unless you're going out with twins! However, all this hasn't stopped the annalidic soil-munchers from taking the software industry by storm and dominating just about every video game format they can get their game-greedy hands on. And now here they come, slowly sliding their way towards the Super NES...

WORMS

WORMS WRIGGLES ONT

COME ON – WHAT'S THE CRACK?

Worms is simplicity itself: take four war-hungry pink annalids, place them in a strange landscape, add up to three other squads of gritty dirt-munchers and give them a variety of deadly weaponry with which to hurt one another. The original concept was, in fact, thought up by the American government. A few differences do exist however – in Worms there has to be a winner!

GAME DATA

- GAME: WORMS
- BY: TEAM 17
- RELEASE: TBC
- GAME TYPE: PUZZLE
- PLAYERS: 1-4
- CART SIZE: 16 MEG

SPECIAL FEATURE

'SCUSE ME WIND!

Being an English game there's no way the weather couldn't get a look in! So in Worms some of the annalidic arsenal at your worm's disposal are affected by the wind. The two bars side-by-side dictate which direction the wind is blowing and the length of the bar displays the weather's severity. To be honest, the only real threat to your worms self-preservation comes when you're using the bazooka and the wind blows the shell back at you!

LANDFILL SITE!

All the weapons in Worms interact with the scenery in different ways. Some do more damage to the environment than others – in fact, some even knock holes out of the trees! So if you keep blowing pieces out of the woodland expect some scruffy people to try to stop you by nestling in the branches!

O SUPER NES!!!

UNCLE SAM'S HARDWARE...

Welcome to Chez Samuel, sir, where a wide range of weapons are available with which to carry out your war of the worms. If you'd like to slide this way we'll measure you up. You look like a 32"-32"-32". Am I right, sir?

SHOTGUN

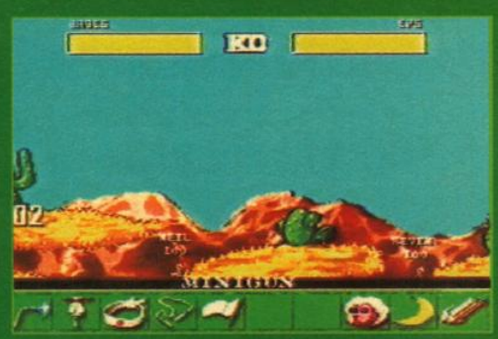
Ah yes, sir – the shotgun, chosen weapon of the landed gentry and farmer alike, and the only weapon in Worms which gives you two bites at the cherry. Very neat in 'Sudden Death' situations and excellent for picking off stray worms. Of course, accuracy is a prerequisite...

UZI

This little handheld – oh forgive me, sir, you've no hands, – scatters a burst of worm-popping lead in any direction you choose to send it. Not really your killer tool, but very neat for your Mafia-style revenge killings – and black would suit you so well, sir...

MINIGUN

I'm afraid this isn't really for sale, sir, as these powerful machine-guns can only be found in the bonus weapons crates that appear at random while you play. In many ways they're similar to the Uzi in practice, but far, far, far more devastating...



SPECIAL FEATURE

BAR SNAX!

The power-bar is simplicity itself and works very much like your bog-standard golf-sim (but without the tedium) – the further the bar proceeds along the meter, the further your worm's chosen weapon of destruction will travel. But before you judge the power of your shot you have to choose which weapon to shoot with. Using the joypad's Select button you can scroll through the Worm's arsenal, deliberating over which method of death you wish to carry out in a Mafia-type way.

(ABOVE) It's a bridge too far for the worms that are currently spinning through the air with a bum full of shrapnel!

BELIEVE ME!

Worms ain't the most visually stunning game you'll ever bump into on the Super NES – the sprites are very small and quite tricky to see. But what they lack in visual appeal they make up for in sheer playability. But hey, you'll find out for yourselves shortly when we bring you the **EXCLUSIVE** review!

PSYCHOTIC WORMS WIT

FIREPUNCH

For the cunning blighter, your ninja-ness. Not only does this fist-based weapon take quite a few points off the opponent, but it can often force the worm off the edge of the world and to a watery grave. The FP also has a cutting action which can saw through a landscape. Ha-ha!

DRAGONBALL

No sir, this isn't a new addition to the local Chinese restaurant's sweet-n'-sour menu – this is, in fact, a more powerful variation on the Firepunch theme. It's very akin to the fireballs in those Mortal Kombat games, sir, and oh-so-handy if the taste of flambéed worm appeals...

DYNAMITE

Oh yes, an excellent method for disposing of groups of Worms who are stood around chatting, sir. This is a weapon for the sort of sneaky worm who likes slithering up on unsuspecting annalids and then creeping away, leaving the hapless, hopeless posse to experience the full effect of TNT!

FOUR-A-SIDE!

Up to four gritty teams can fight for victory, each of which is made up of four crack annalids.

(BELOW) See how we've almost-but-not-quite pieced a level together? Clever, eh?

COME IN NUMBER FOUR!

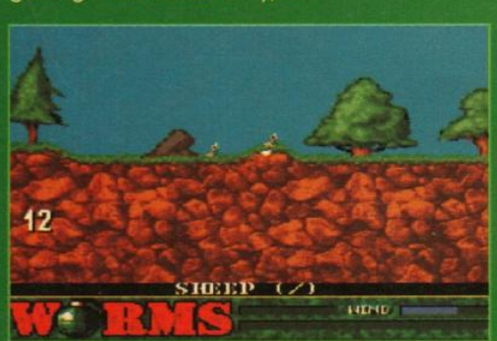
This display tells your worm exactly how long he's got in which to murder someone. Fail to do anything within the prescribed number of seconds and play passes onto the next team – and probably signals closing time on your indecisive little killer. In Worms, he who hesitates... DIES!

(LEFT) Looks like a little bit of self-promotion here from East Point, the boys who wrote the Super NES conversion of Worms for Team 17.

H A TASTE FOR MURDER!!!

SHEEP

This (ahem) 'weapon' is especially good against worms hiding down tunnels, as the woolly jumper will happily bounce along and then self-destruct into a million fluff-balls. In particular it's perfect for those low-down yellow cowards who don't like getting their hands dirty, sir.



AIRSTRIKE

As rare as a passive worm but with just a tad more bite. These little babies cause a rain of fiery death to fall from the skies, and are particularly lethal when used against fragile worms. Oh, it's all quite capable of bringing out the bloodthirsty dictator in any of us.

BAZOOKA

Extremely popular and absolutely deadly, sir – the bazooka is the weapon that any self-respecting gent would never be seen without and is an essential piece of haute couture for any occasion. All you do is point, power-up and, er, FIRE! Voila – one violently-murdered Worm.

SPECIAL FEATURE

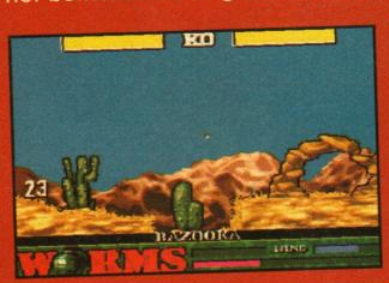
(RIGHT) Playing Worms is no walk in the park, despite what you might think from the scenery! Look at all the damage your Wormy antics has done to that tree – tsk! What would GreenPeace say?

GET A LIFE!

Each of your worms gets a certain amount of 'life-points' which reflects just how healthy they are. When your worm takes a hit his health is affected by both the weapon and the accuracy of the shot. And when your war-torn wriggler's points hit the big zero, then he pops his clogs in quite an explosive manner.

WAR OF THE WORLDS!

Being a bunch of jet-setting worms they're prepared to get down to the dirty business of war in a variety of exotic locations. Whether they're kickin' wormy ass in the frosty, arctic wastes, blowing sand-castles apart in the desert or turning trees into sawdust in the forest levels, they're really not bothered as long as there's some worm-shed.



WAR-HARDENED VETS

GRENADE

Again, standard equipment to any worm intent on a life of psychotic behaviour because of the grenades flexibility. They're extremely versatile, cause a fair old bit of damage and don't get affected by the wind. Unfortunately, they do tend to snag on sir's trousers a touch...

CLUSTER BOMB

Extremely tricky to get hold of and only ever found in black-market crates that appear occasionally on the landscape. However, when they do they prove lethal, knocking the hell out of the surrounding landscape. Once dispatched this bomb should bring a smile to sir's face.

BANANA BOMB

A rather grandiose version of the cluster bomb, but again there's more chance of Chris getting a girly than one of these lethal weapons turning up. They're what the worm about town's using this season because of their genocidal nature – highly recommended and deadly with it.

SPECIAL FEATURE

IT'S CRATE WHEN 'ER STRAIGHT!

If your worms are real lucky little warmongers then during play a weapons crate will float gracefully onto the battle-scared ground. It's in these little juicy boxes that you'll find all the really destructive weapons, like Banana Bombs which have the power to perform total genocide on a team.

LOOK EAST!

The task of converting the Super NES version of Worms fell to Lowestoft-based development company East Point. After their brilliant conversion of Worms onto the Game Boy (NMS #41 rated 91%) East Point thought it would be a formality to transform the anarchic annalids onto the Super NES. But it didn't prove to be the case, as time after time Worms continued to wriggle away from programmer Francis Lillie. Fortunately, Francis was given a course of brain-expanding medicine and was able to deliver us what you see today.

THAT KILL FOR KICKS!!!

TELEPORT

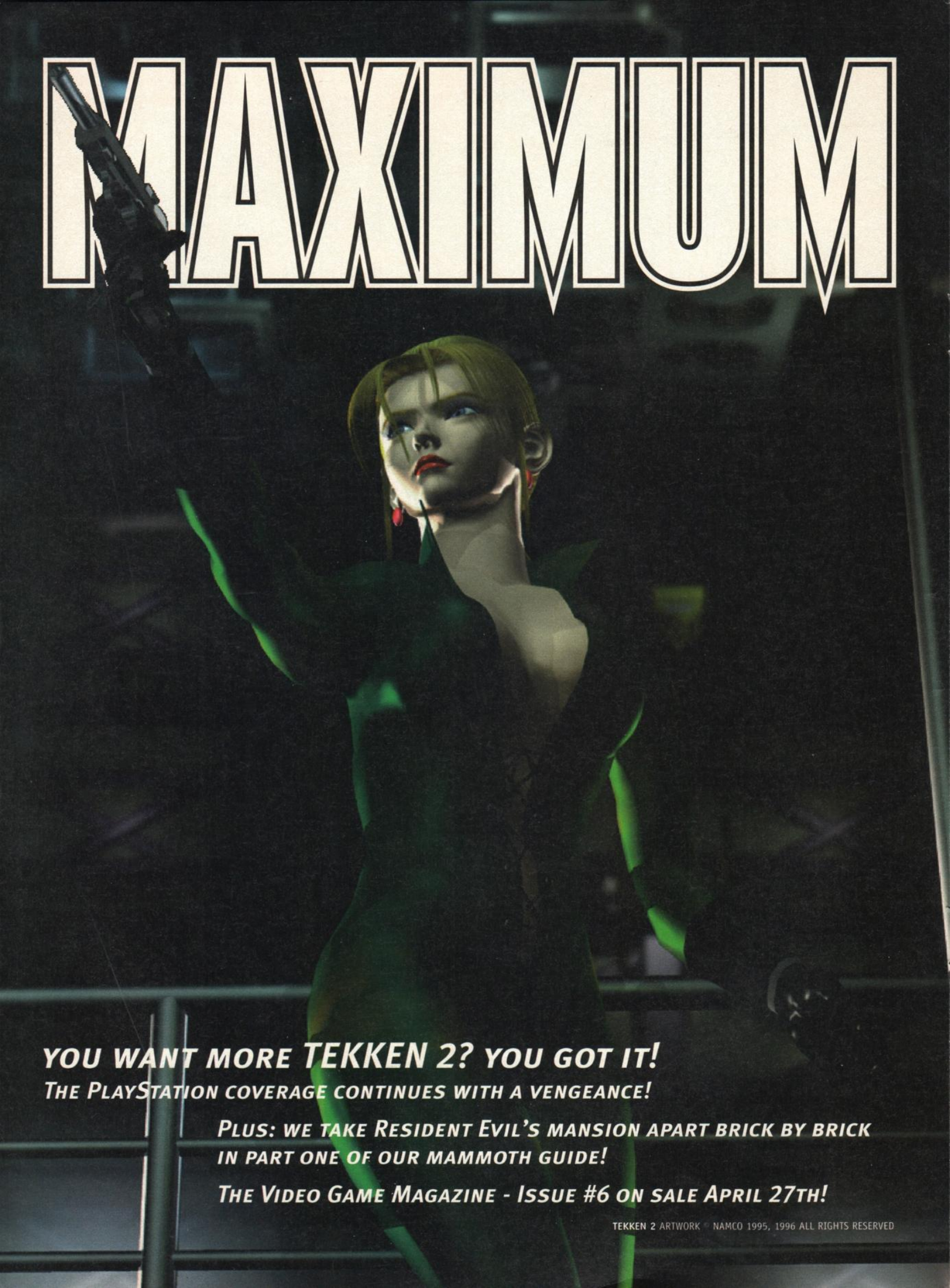
Especially shipped in to Uncle Sam's from the USS Enterprise, these are just the job if you're getting a load of grief off a rather large, tooled-up worm that's hassling you and you don't wish to look cowardly in front of the ladies – a very discreet method of getting away, sir...

BLOWTORCH

Extremely handy for the discerning worm who doesn't wish to get his hands dirty scrambling for cover in a crisis. This handy DIY tool grants you a handy hideaway in the quiet while all above is carnage and blasty noises. Plus a blast of its fiery fumes gives enemy worms more than just a tan!

DRILL

A perfect example of the motto 'Dig For Victory'. This roadworker's friend lets you build a worm-proof bunker and allows you to sit it out in style while war rages up above you. It's the cowards way out but hey, dead worms don't get to come home from war and get the girlies.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THE GREAT GAME ROBBERY!

SPECIAL FEATURE

Could it be true? Are the two leading lights in Nintendo publishing involved in something far more sinister than any reader dare possibly imagine? Read on for a full account of the whole sordid affair...

THE QUICKENING!

It was 9.30 on a Monday morning in the NMS office. A deathly quiet lingered around the fourth floor and only the portly shape of Dave moved among the tangled silence of Super NES equipment. Then the peace and quiet was shattered by the shrill ring of the phone. "David Randolph Upchurch, mild-mannered Editor!" said the pizza-loving Editor. "Ah, hello, I'm a top PR man from THE Games and I'd just like to say that we're releasing a whole load of goodies at budget prices. There's a freight train load of them leaving for the shops from Southampton station on Friday. Bye!" Dave's mind raced, "Strewth, at last... it's happened. A load of quality Super NES titles at budget prices... it's *time!*"

Have you ever had the chance to do something that might change your whole life forever? Probably not, I'd imagine. But if you got that once in a lifetime opportunity that could alter your destiny permanently you'd take it, wouldn't you? Even if it was a tad naughty? Perhaps you'd be tempted, think twice about it or even fantasise to yourself about the thrill of getting away with it. Well, my dear kidlets here's a tale of greed, lust and a whole lot of cheap games that drove two once-pure men into a seedy life of underworld crime. It's a journey on the furthest reaches of a dark path where lots of poo lies waiting to be trodden in. This is sure to shock, even make you shudder, but it should serve as a lesson that crime truly doesn't pay!

HM
N SERVICE

KILLER INSTINCT
THE PRICE YOU'LL PAY: £29.99
A brilliant conversion of Rare's arcade classic that features some of the toughest-looking renders ever to invade your Super NES. Killer Instinct blends top-notch graphics and silky-smooth animation with one of the most in-depth fighting systems to grace Nintendo's 16-bit machine. Unmissable action from Fulgore and the gang which any gamer should be pleased to see nestling next to their machine.
NMS RATING: 95% NMS #36
THE TIME YOU'LL DO: The sentence is life!

A MASTERPLAN FROM MR BIG!

As Dave snapped back to life the skinny, alien-frame of Simon slumped into his chair "Sorry I'm late Dave, er..." he stammered. "Shut it, you sla-a-ag! Fings 'av changed arand 'ere. Meet me at the Rosy-Lee machine, nah!" bellowed Dave in a most unfamiliar way. A minute later the duo were perched next to the office's drinks vending machine. "Ri-i-ght Weasel, the time 'as cam to drop the facade. We is no longa mild-mannered mag journos. The time 'as cam to reveal arr true identities," he growled. "What? As two of the hardest known criminal minds in the underworld?" quizzed the skinny Dep. "That's ri-i-ght, you is naa the Weasel an' I is Davey Growler, King of Crime. Now 'ere's the plan... games... train... nick... steal... swag... Friday..."

HM
PRISON SERVICE

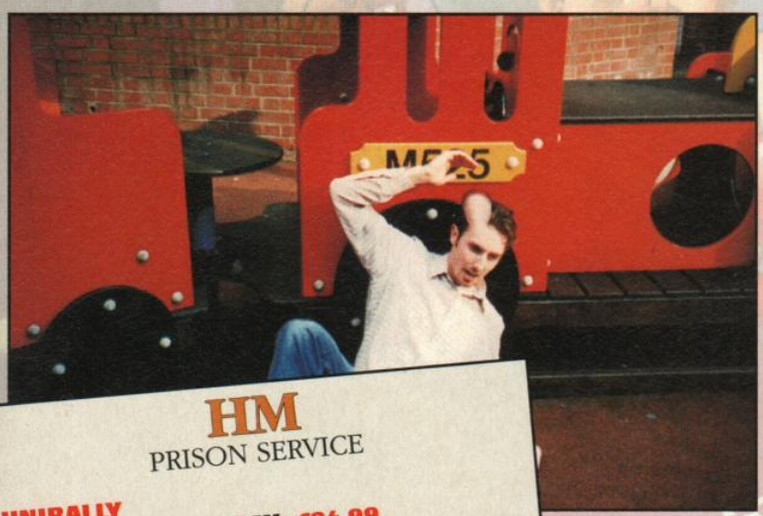
ILLUSION OF TIME
THE PRICE YOU'LL PAY: £19.99
Budget-priced RPG action that truly is value for money. This huge adventure features some beautiful graphical touches and a plot that'll keep you gripped to your pad for weeks. Illusion Of Time is loaded with buckets of spells, sword-swinging japery and top puzzle fun as the hero Will and his muscle-bound alter-ego race to save the planet from untold doom and destruction. Fans of Zelda who missed this first time around should journey with haste to their nearest game-dealer and uncover this wonderful role-player immediately.

NMS RATING: 88% #33
THE TIME YOU'LL DO: No less than a ten-year stretch, me laddo.

SPECIAL FEATURE

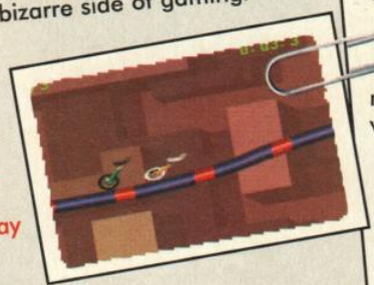
THE LONG GOOD FRIDAY!

For our two hard-nosed lags the week dragged by, but eventually it's Friday and Growler and Weasel are sitting at a level-crossing in their T-reg Granada. As they wait for the arrival of the 7.15am freight train from Southampton, the two hard-knock hoods run over their fiendish plan. "Right Weasel, you scrot, listen 'ard and listen good 'cos I ain't doin' no more bird for no-one," commanded the chubby crimelord. "When the train stops we cosh the driver with this 'ere, er, cosh and then we load the booty into this swag bag, check our gear at the hideaway, hit the airport an' away we goes to a life of gaming laxury!"



HM PRISON SERVICE

UNIRALLY
THE PRICE YOU'LL PAY: £24.99
This extremely unusual title puts you in control of a unicycle. However, these are one-wheelers with a difference – they can be customised to perform all manner of flips, twists and ramp jumps. But best of all you can race against a mate, the computer or just against time itself. You can even involve eight mates in a mega tournament! A must for speed freaks who like a taste of the more bizarre side of gaming.
NMS RATING: 92% NMS #29
THE TIME YOU'LL DO: You'll do some serious bird with this title, but at least its multi-play option won't leave you all alone in solitary!



GETAWAY!

The crooked crusaders take no time to bag the swag and very soon the only sound to be heard is the urgent screech of rubber on tarmac. "Luvverly-jubberly. Let's burn rubber to our super-secret hideout and get this stuff fenced to Raz the Spaz," croaked Growler, shifting the ailing Granada into third. Meanwhile, back on the incapacitated express the driver's slowly coming round: "Ooh, my aching noggin... must call the law... get them evil crooks who've made off with the kidlets' games!"

HM PRISON SERVICE

SUPER PUNCH-OUT!
THE PRICE YOU'LL PAY: £19.99
Boxing frolics comes to the Super NES as you slug your way through three separate leagues of gruelling glove-grappling action. Dance like Ali or, well, don't like Frank Bruno as you pit your wits against 16 two-dimensional fighters, each with their own different temperaments and quirks. Punch-Out's a good conversion of its arcade counterpart that's only let down by the lack of a two-player option, but ultimately it's a decent title worth adding to anyone's collection.

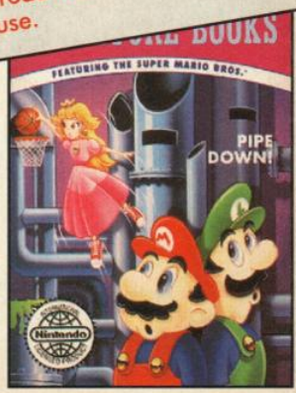
NMS RATING: 92% NMS #28
THE TIME YOU'LL DO: It's a five-to-eight stretch in the slammer.

LAST TRAIN TO CROOKSVILLE!

It's not long before our two crooks feel a rattle down the line and hear the shrill whistle of the approaching train. When the train screeches to a halt the two heavies leap aboard the engine. "Do as I say or you geezer will be pushin' up daisies. You sla-a-a-g!" barked Growler. "I ain't got no time to mess abaht – now where's the games?" snarled the angry thug, slapping the cosh against his palm. "I don't know!" squeaked the petrified driver. "Right! You've tried my patience once too often! Take this! And that! And this!" The guard falls to the floor and the two make their way through the carriages in search of the gaming loot. "Now we've got blood on our hands, Growler!" stammered Weasel. "I couldn't 'elp meself – it's bin so long since I did someone!" explained Growler, eyes searching frantically for the THE consignment. Then something bright catches Weasel's eye: "Growler, look..."

HM PRISON SERVICE

STUNT RACE FX
THE PRICE YOU'LL PAY: £24.99
FX chip action as the SuperNES takes to the roads in this brilliant 3D racer. Whether you're tanking around in the four-wheel drive or fizzing back and forth on the bike, Stunt Race is great funespecially in its two-player split-screen mode. The combination of 3D cutesy animation and over 20 tracks will keep you from falling asleep at the wheel. plus at this great price you'll be able to put the extra cash towards your own comedy car with eyes for headlamps!
NMS RATING: 95% NMS #23
THE TIME YOU'LL DO: It's a lifetime ban from the road and a long stretch in the hot-house.



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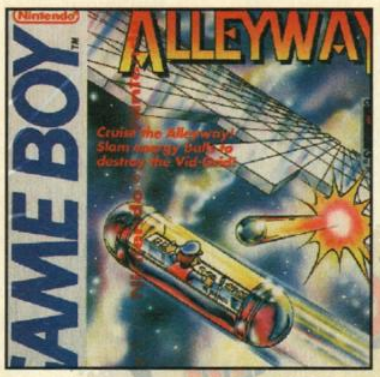
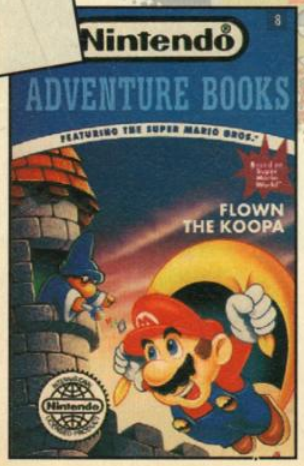


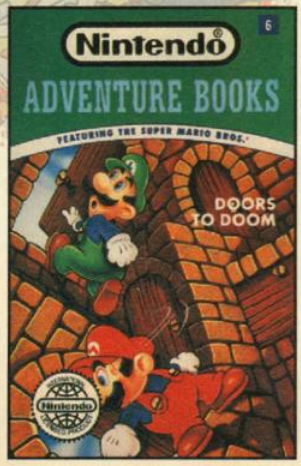
BOYZ IN THE HOOD!

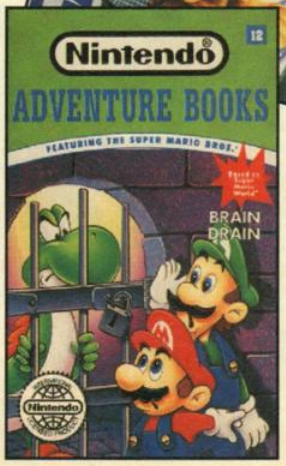
If the two crims get caught and Weasel's mum has to smuggle one of the new Game Boys into the clink. At least she can get eight new budget games for them. With Golf, Soccer, Top Ranking Tennis and Baseball all at £12.99 and Dr Mario, GB Gallery, Alleyway and Mario and Yoshi even cheaper at £9.99, at least they'll have something to keep their minds occupied!

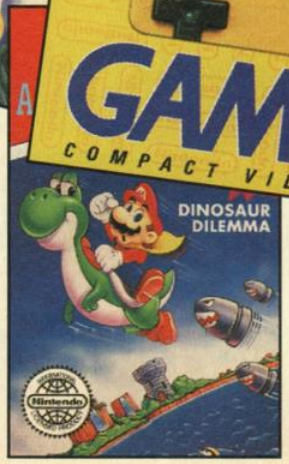
BONUS BOOTY!

Here's a find at the bottom of the swag bag: two new Game Boys. Both come at the tasty price of a smidgen under £55 and as you can see they're equipped with just about the best all-time platformer and beat-'em-up available on Game Boy to date!







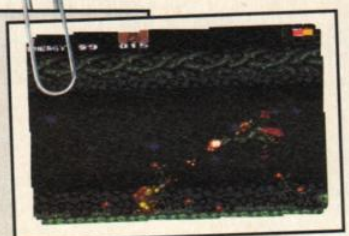


SWAG BAG

Fancy resting your pad-hand for a mo? Well, grab yourself a cuppa and check out some of these top Mario books. They should be in your fave games stores now and they're all just under three squidly's each!

SPECIAL FEATURE

HM
PRISON SERVICE



SUPER METROID
THE PRICE YOU'LL PAY: £14.99
Much bargains and cheapness as this top multi-feature game comes to the Super NES at the wee-cheap price of £14.99. With no set levels and a whole load of exploring to get your head around SM is a massive title that'll take you ages to complete. Fortunately, your trek around the different areas of Zebes is made slightly easier by the fact that this special pack includes a comprehensive guide to help ailing Metroids!
NMS RATING: 92% NMS #21
THE TIME YOU'LL DO: A life sentence of hard-labour beckons.

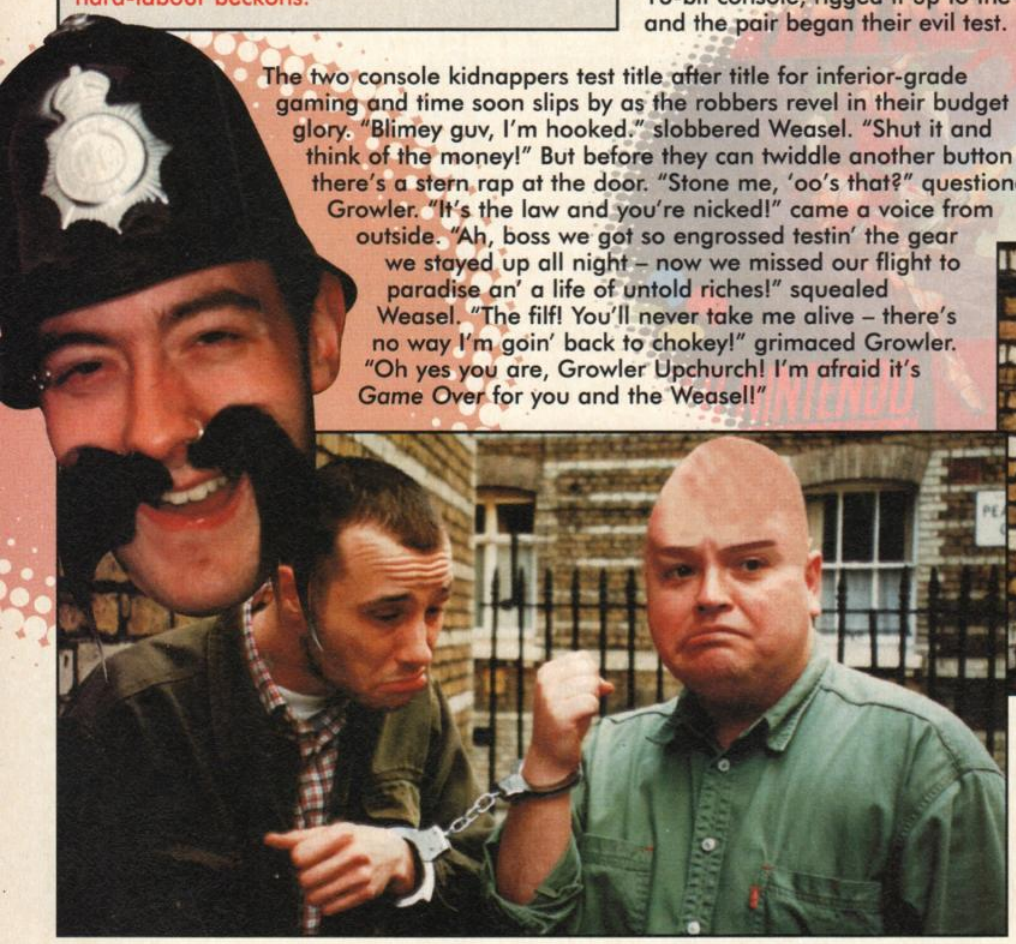
HIDEAWAY AND SEEK!

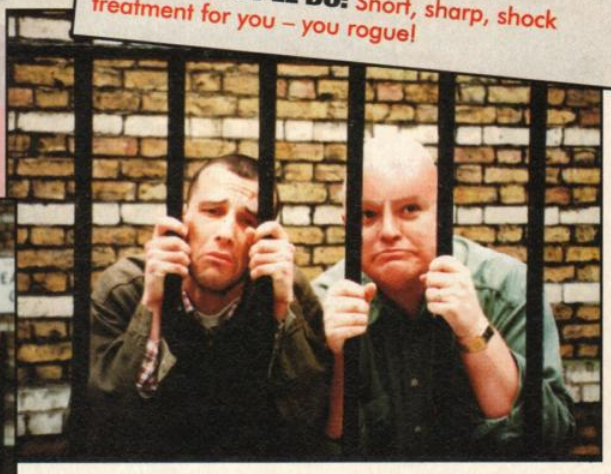
Back at their secret hideaway Growler and Weasel unload the stolen gaming gear. "This should fetch a pretty penny – there's carts, Mario books and loads o' Game Boys. Weasel, fetch the Super NES and check this stuff ain't bin cut with Sega games!" demanded the evil overlord. Weasel dutifully fetched the 16-bit console, rigged it up to the telly and the pair began their evil test.

The two console kidnappers test title after title for inferior-grade gaming and time soon slips by as the robbers revel in their budget glory. "Blimey guv, I'm hooked." slobbered Weasel. "Shut it and think of the money!" But before they can twiddle another button there's a stern rap at the door. "Stone me, 'oo's that?" questioned Growler. "It's the law and you're nicked!" came a voice from outside. "Ah, boss we got so engrossed testin' the gear we stayed up all night – now we missed our flight to paradise an' a life of untold riches!" squealed Weasel. "The filf! You'll never take me alive – there's no way I'm goin' back to chokey!" grimaced Growler. "Oh yes you are, Growler Upchurch! I'm afraid it's *Game Over* for you and the Weasel!"

HM
PRISON S

CRAZY CHASE
THE PRICE YOU'LL PAY: £14.99
Budget isometric-3D platforming action as Kid Klown embarks on a rescue mission to save the beautiful Princess Honey from the evil Blackjack. Guide Kid through five hazardous stages avoiding the many traps and bombs in search of the four suit cards. Whether you're trudging through the forest level or flitting around town avoiding the traffic, Crazy Chase is a pretty decent platform romp. On the downside it's a little short and some have complained that it's a little easy!
NMS RATING: 82% NMS #29
THE TIME YOU'LL DO: Short, sharp, shock treatment for you – you rogue!





LAW N'ORDER!

There you go, kidsters – graphic proof that crime does not pay! Hopefully we'll have bailed Dave and Simon out in time for next issue!

Dave "Growler" Upchurch **Number:** 5407708 **Age:** 30

Previous Convictions: 1 year for breaking and entering a Super NES, 5 years for assault and battery back-up, and 6 months for joyriding carts.
Distinguishing features: Comedy false bald head, an addiction to pizza and the total inabilty to go to the sandwich shop.
WANTED: In connection with the cold-blooded murder of a PC games mag and for sporting a comedy bald head in public.

Simon "Weasel" Clays **Number:** 80085 **Age:** 30

Previous Convictions: 2 years for platform jump-button failure and 8 months stuck in an RPG.
Distinguishing Features: Skinny re-hab looking frame, comedy drunk look and blatent lack of talent in the writing department.
WANTED: For impersonating a Deputy Editor and poisoning a Mr Barrell and a Mr Patterson with alcohol.

OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

I CLEAN MY FACE WITH **OXY DAILY WASH** EVERY MORNING BECAUSE I DON'T WANT SPOTS. **IT CLEARS MY PORES** OF THE MUCK AND GREASE THAT CAUSES THEM. **SPOTS? OXYCUTE 'EM!**

SPECIAL COMPOS!

WCW NITRO TNT

WRESTLE ME THIS!

We're the Kings of the Ring – that's why we've got FIVE sets of topper World Championship Wrestling stuff to give away!

Watch out, 'cos those rather loud blokes who throw each other around a small enclosed area for money are about to invade a telly near you. In fact, the action half-nelsoned its way onto telly at the beginning of April this year, and if you tune into satellite station TNT you'll be able to catch all your favourite stars, like Hulk Hogan and Sting, grabbing each other in funny hairy places for cash. Battle commences at 7pm for an hour every Friday – so get yourself ringside and check out the very latest action beamed straight from the States.

WIN! WIN! WIN!

To celebrate WCW's televisual birth, we've got a right smart load of brilliant wrestling goodies to give away. Get a grip on this lot:

- ***5 Hulk Hogan Embroidered Hats!***
- ***5 WCW Milk Caps!***
- ***5 Hulk Hogan Bandanas!***
- ***5 Hulk Hogan Wristbands!***
- ***5 Replica WCW Belts!***

MEET THE TEAM!

We've gotten so into WCW we decided to give up a life of Nintendo gaming and become wrestlers, complete with silly names: Dave Upchurch has become Sumo Kawasuki; Simon Clays goes by the name of Kid Slim; Pete Barrell IS Johnny 'The Hands' Handsome; Shaun White lives on as Rik Flair-Hair; and Chris Hobbs shall hereafter be known as Lex 'The Mole' Spanglebeard!

TWO FOOLS AND A SUBMISSION!

If you want to win all this top stuff to wear while you're soaking up that WCW wrestling ambience, just answer this easy-peasy quezzy:

Q. What's the wrestling name Dave has assumed?

Know the answer? Good, now write it down on the back of a postcard or sealed envelope, add your name and address, and then send it to us at:

RINGBUSTERS! COMPO,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

All entries must reach us by May 24th, 1996, when the winners will be plucked from Pete's piledriver!

THE BIG BLAG!

Yippee! Yes, you can get your mits on all of THE Games' new budget beauties – and none of them are fenced!

By now you'll have clocked our (ahem) 'feature' on THE Games' new range of budget blockbusters. Well, as our evil Editor and his dastardly Dep have been caught red-padded and locked up, we've decided to give away a complete set of the games – to you! All you've gotta do is have a glance at the feature, which begins a little while back on page 19, and answer the following easy-peasy question:

Dave 'Growler' Upchurch and The Weasel with no games and plenty of time on their hands!

Q. What is Dave's 'criminal alias' in the Great Game Robbery feature (pages 19-22)?

Know the answer? Okay, write it down on the back of a postcard or a sealed envelope, add your name and address, and then send it to us at:

GROWLER AND WEASEL IN CHOKEY COMPO,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU

All entries must reach us by May 24th, 1996, when the winner will be sprung from jail in Pete's getaway car.

WHO IN THEIR RIGHT MINDS WOULD WAIT OVER TWO YEARS FOR A PLUMBER?

You could have got stuck into Sega Saturn months ago. Instead you've been hanging on patiently for Nintendo 64.

And still no European launch date. So, do you keep waiting? Or do you start playing? Stupid question.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: DISNEY INTERACTIVE
- PRICE: AROUND £50
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 32 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Yes (earned)
- OPTIONS: Config./difficulty

GAME INFO

- GAME ORIGIN: Licenced tie-in with the excellent computer-generated Disney movie.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Escape from Andy's bedroom.
- ALTERNATIVES: Yoshi's Island, Diddy's Kong Quest.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Whip

A — Whip

B — Jump

Y — Jump

L/R — L: Not used
R: Not used

S — Start: Pause
Select: Not used

GAME CREDITS

- DEVELOPED BY: TRAVELLER'S TALES
- DISTRIBUTED BY: TH•Q
- MADE IN: UK
- ARTWORK: © DISNEY

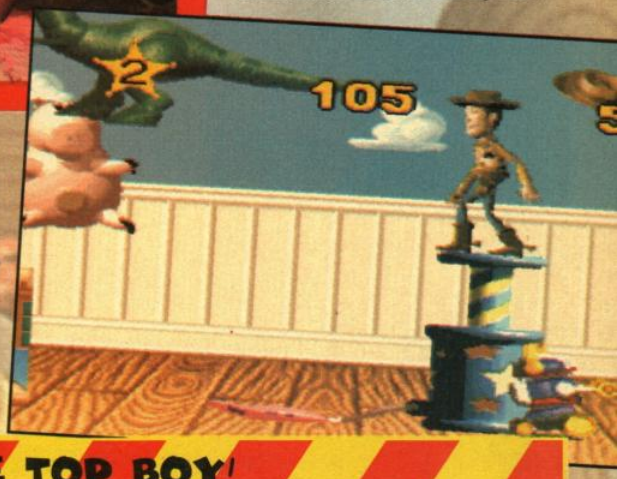
From the big screen to the small screen, Toy Story bursts onto your Super NES riding an animated wave of publicity. But before you rotten lot think this is just going to be another crap movie tie-in and flick over the page, STOP what you're doing and check out this stunning release – it could be the game of the year!

Hmmm, toys coming to life, eh? Well, it's a nice idea for a movie, but can you imagine the sort of problems we'd have if the residents of your toy box really did walk and talk? For example, how would Action Man spend his day? He'd probably get up at about five in the morning then, after arming himself with his rifle, he'd wake up the whole house by kicking down the bathroom door to get to the loo. In fact, even going for a wee wouldn't be that simple for our war-loving chum – first he'd ruin your paintwork by shimmying up the radiator commando-style, before jumping onto the toilet roll holder and sliding down onto the toilet seat, leaving muddy footprints all over its just-cleaned surface. Then, after eating his breakfast (fried Smarties and a slice of Jelly Baby which has been prepared by his girlfriend Barbie), he and his mates – G.I. Joe, Darth Vader, Gordon the Gopher, etc – would head off to the local park for a kickabout with the Manchester United Subbuteo team. Of course, only Action Man would be brave enough to mark the No. 7 – he's the only one who'd know how to deal with a kung-fu attack thanks to his army training. Then, just as streetlights came on, he'd run off home 'cos he's afraid of the dark. Well, he's only a toy after all!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(BELOW) Hop to it to send Rex and Hamm back to the toy box!



HAPPY BIRTHDAY TO YOU!

Andy is a cheerful chappy as today is his sixth birthday. But while he's busy downstairs opening his presents, upstairs there's a spot of bother. His bedroom buzzes with unrest as all the toys are worried that Andy might get a new bigger and better toy that might make them all redundant. Woody the cowboy is Andy's favourite and leader of the toys, and as he has the most to lose he sends the plastic soldiers down to investigate what's going on. His worst fears are about to become reality...

(LEFT) Throughout the game there are digitised stills taken from the film to help explain the plot.

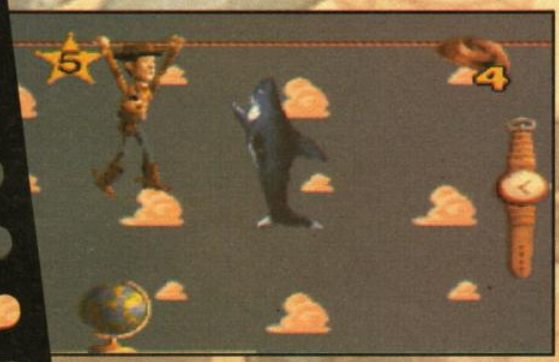
I'M THE TOP BOY!

As feared, Andy has indeed been given a new toy for his birthday Buzz Lightyear, a laser-blasting, state-of-the-art space ranger who knocks spots off a humble wooden cowboy. Feeling that his place as top-dog to the rest of the toys is in jeopardy, Woody challenges Buzz to a race across the bedroom to prove his supremacy. But try as he might, Woody just can't beat Buzz so there's only one thing left to do - get rid of Buzz once and for all!

SWING WHEN YOUR WINNING...

What Woody lacks in fire-power (unlike Annie, he ain't got a gun) he more than makes up for in whiplash skills. But while Woody only comes armed with his trusty whip, he uses it to bloomin' good effect. Not only does he use it to stop toys and enemies in their tracks with a quick flick of the wrist, but he's also a bit of a dab-hand at using it to swing from pillar to post.

(RIGHT) It's plane sailing when Woody whips it out! (BELOW) Our Woody's a real swinging guy! (Ouch!)



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(RIGHT) Sid's army of hideous mutant toys bear down on poor ol' Buzz! But are they quite as nasty as they look?

YOUR WILDEST DREAMS!

How thick can some toys be? Woody seems to be the only one that realises that Buzz's laser is in fact a flashing lightbulb. The other toys are really taken back by Buzz and are beginning to look up to him more than Woody. And if that's not bad enough Woody can't even go to sleep without having nightmares about the stupid space ranger – he begins to dream that a giant Buzz armed with a real laser is firing at him! To escape this CG nightmare Woody must whip Buzz's defence shields away and destroy him before he ends up as a pile of wood chippings!

I'M STARTING TO GET TYRED OF YOU..

The adventure really takes off when Woody accidentally knocks Buzz out of the bedroom window. To his surprise the rest of the toys begin to turn on Woody. Luckily Rex the dinosaur agrees to help him across the room and out of danger. He soon realises that the only way to get back in with the rest of the gang is to find Buzz, so he sets off to retrieve the errant Action Man. Woody tracks Buzz down at the service-station and, unsurprisingly, finds him in an incredibly bad mood. A fight soon breaks out and the only way Woody can beat Buzz is to use his whip to launch tyres into the air and trap him...

(RIGHT) Flick tyres, dodge Buzz and grab the stars – who'd be a toy, eh?

A STAR IS BORN!

Take my word for it – this game is real toughy, and no mistaking. Woody and Buzz are going to need all the help you can muster if they're going to succeed and eventually get back to Andy's bedroom. Fortunately dotted around each of the 17 levels are various objects that, when they've been collected, give Woody the relief he's been longing for:

BRONZE STAR

These useful stars may be few and far between but they're a blessing in disguise – each one rewards Woody with an energy boost which'll top his energy right up to maximum.

COWBOY HAT

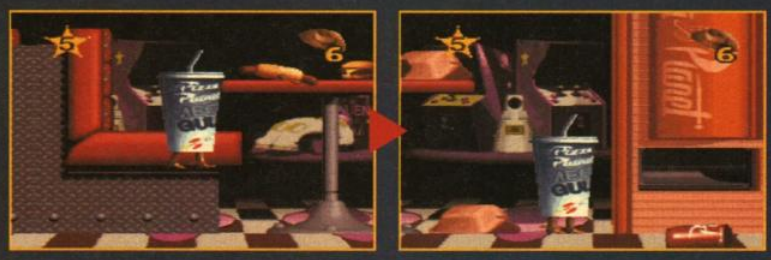
Rarer that rocking horse dung, but if you happen to spot one move heaven and earth to get it as this little baby gives you that all important extra life that I guarantee you'll need!

GOLD STAR

There are 50 of these strategically placed on each level, but the rewards for collecting will bring a "Yeee-haaa!" from all you cowboys – collect over 40 for an energy top-up, or 50 for an extra life!

THIS IS A PIZZA CAKE!

If there is one problem with Buzz it's that he doesn't actually realise he's a to, he thinks he's from another planet and uses the time outside to look for his ship to take him back home (sad X-Files alien abduction case, methinks). This problem comes to a head when the two wanderers end up at a pizza parlour. While disguised under a burger box, Buzz comes across a grabbing machine (you know, those jobbies at the fair which are stuffed full of teddy bears that nobody ever wins) and thinks it's his spaceship and jumps in. This poses a real problem for Woody because the only way he can win round the other toys is to bring Buzz home. So without thinking of his own well-being, he jumps aboard ship!



(ABOVE) The cunningly-disguised Woody has to dodge tumbling fries and clumsy kids in Pizza Planet!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(LEFT) Rex's path is totally blocked. (Sorry!)

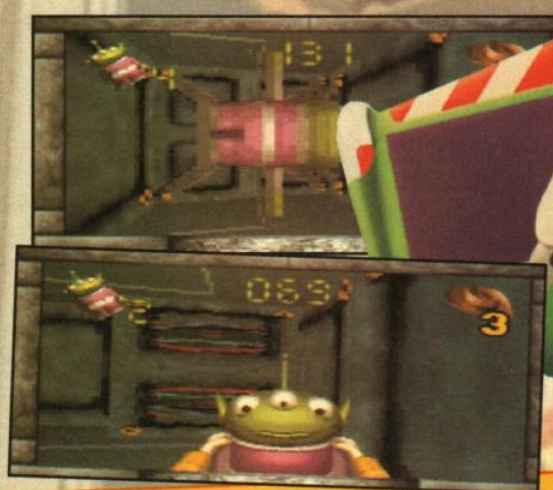
(RIGHT) You'll have to do some puzzle-solving to save the day!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

WE'RE DOOMED!

As well as the platform levels, there are differently styled challenges to test even the mightiest gamer. This bit's similar to Doom – you have a first-person perspective viewpoint as you search for four cuddly aliens that have got lost within the guts of the grabbing machine. Unfortunately, this part of the game is more puzzle orientated so, with no enemies to hunt down and destroy, there's a distinct lack of blood and guts. Bah!



NAUGHTY NEIGHBOUR!

Sid isn't exactly what you'd call an ideal neighbour! Once he's got his grubby mitts on Woody and Buzz he takes them off to his workshop. Unfortunately for our dynamic duo, Sid has a tendency to dismember his toys and turn them into mutants. His cluttered workbench is coveredp with exploding fireworks, frightening creepy-crawlies and a whole host of hanging objects just waiting to fall to the ground and flatten anything in their path. Things go from bad to worse for Woody when Sid sets fire to his head. Woody's in a total panic and your thankless task is to get him out of the workshop before Sid can try any more of his warped ideas out on our out-moded cattle rustler.

(ABOVE) This game'll give you a Buzz! (Groan!)

UP FOR GRABS!

After returning from the back of the machine the aliens lead Woody back to Buzz. But if he thought things couldn't get any worse he was sorely mistaken. Andy's nasty neighbour, Sid, begins to pump quarters into the machine in the hope of winning Buzz. Woody has to juggle the alien toys with his trusty whip and fire them towards the grabbing claw before it carries the gormless space ace into Sid's grasp.

WOODY

As Andy's favourite, Woody is meant to set an example to the other toys, but he doesn't half turn nasty when his position is threatened!

BUZZ

This loon thinks he's a real space ranger. Doh! But it doesn't matter, 'cos all the other toys think he's great anyway except Woody!

BO PEEP

This fickle saucepot is Woody's loving girly – or at least, she was 'til the dashing Buzz showed up on the scene. Now she's not quite so sure...

REX

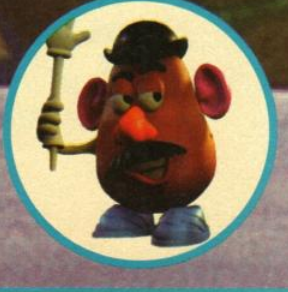
This nervous Rex hates trouble! Good-natured and a bit soppy, he gets upset when Woody and Buzz start competing for position of top toy.

SLINKY

Could this pooch hold the record as the longest sausage dog in the world? At a stretch, we'd say 'Yes'! He's also a cowboy's best friend!

HAMM

This piggy-bank reckons that if you look after the pennies, the pounds will look after themselves. And he must be right – look at that waistline!



POTATO-HEAD

It's not every day you see a walking, talking root vegetable, specially one with eyes, nose and ears! Thank goodness it's only a movie!

TALK OF THE TOWN!

To add to the excitement of the movie, the directors have come up with an all-star cast to play the parts of the characters. The part of Woody is played by none other than Oscar winner Tom Hanks (Forrest Gump) while the voice of Buzz Lightyear comes from Tim Allen (Home Improvement). Voice samples from both characters have also been added to the game, with the majority of speech coming from Buzz who tries to warn Woody every time he is foolish enough to challenge him.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(ABOVE) Woody proves that he's the king of the swingers. (Can you bear any more puns like this?)
(LEFT) A picture of Tom Hanks taken from Apollo 13. Tom played Woody – not in Apollo 13, of course, but in Toy Story.

GET YOUR SKATES ON!

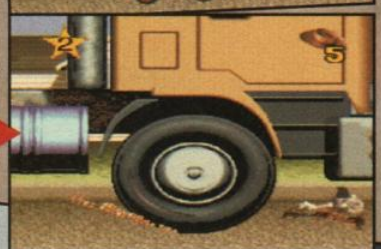
You've just escaped the clutches of Sid's mutant toys when suddenly Scud (Sid's frothy-mouthed dog) gets a whiff of your presence and decides to make you his lunch. Fortunately Woody and Buzz have struck up a brief friendship with a mutant toy – a bizarre half-action figure, half-skateboard toy. On the run again, Woody and Buzz jump onto the mutant board-bloke and try to ride to safety. As they scuttle along, items rain down on the hapless toys from above and Scud bears down on them from the rear.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

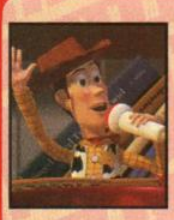
ROAD RAGE!

You'd have thought Woody and Buzz had done enough for one adventure, but the gig ain't over yet. You see, Andy's parents are moving house and have already loaded up the removal van and began the journey to the their new home. Luckily our dynamic duo track down another remote-control car and set off in search of the van. Buzz, realising he's lagging behind, lights a rocket (which he picked up in Sid's bedroom) and tries to thrust after the speeding rancher. Racing through the traffic, it's up to you to guide them to Andy's new house while avoiding the overhead objects and speeding motor cars. Failure results in two lonely toys wandering the streets forever. Do you want that on your conscience?



(ABOVE) Hopping aboard a remote-control car, Woody and Buzz race to catch up with Andy and his parents as they drive off to their new home. After a bit of top-down navigating, the view switches to side-on – it's all tense stuff, isn't it?

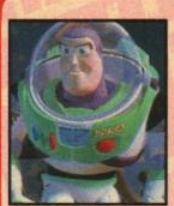
COMMENT



DAVE

This is fantastic! I thought Toy Story the movie was excellent, so I'm delighted that Disney have done it justice with a game that's just as brilliant. Graphically there are absolutely no complaints – Toy Story is about as good as it gets on Super NES, and those superb rendered sprites are HUGE! In fact, Toy Story looks so smart that if you didn't know better you'd think it was running on a 'next gen' 32-bit console! Gameplay-wise it's top notch too, offering both lots of variety and a joypad-busting challenge. If you like the movie, you'll love this. And if you didn't like the movie, you'll love this anyway – it's that good!

COMMENT



SHAUN

What a total surprise Toy Story is! Not since the days of LucasArts' excellent Super Star Wars has a movie tie-in been so much fun. At first glance I expected this to be a very standard platform game – you know, formulaic stuff where you perform a bit of platform heroics and whip the occasional nasty before facing the menace at the end of the level. But believe me, this game is a bit of a toughy and is going to take quite a while before you get anywhere near completing it. There's a nice variety of level throughout and enough gameplay to keep you interested enough to want to complete it. If there's any justice in the world, Toy Story on the Super NES will be as big a hit as the movie!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	
ORIGINALITY	■	■	■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

GRAPHICS

92

▲ The rendered graphics are some of best ever seen on the Super NES. All of the characters look like their movie counterparts and there are some great backgrounds.

SOUND

87

▲ Excellent use of speech samples and, surprisingly, the music doesn't get on your nerves.

PLAYABILITY

90

▲ At first glance Woody looks like he is going to be awkward to control because of his size, but control is excellent.

▼ Swinging from post to post takes a hell of a lot of practice to perfect.

LASTABILITY

90

▲ With 17 large levels to progress through, Toy Story is going to take a flippin' long time to beat.

▼ It's possible that the extra lives and continues could have been made a little easier to obtain.

OVERALL

92

Toy Story is arguably the best movie tie-in on the Super NES. It follows the plot uperbly, packs in a lot of variety and offers a strong challenge. Don't just think about buying Toy Story – run down to your fave cart shop and snap up this top game this instant!

CRITICS ARE DIFFICULT SODS TO PLEASE.

IT'S TIME SOMEONE BLEW THEM AWAY.

SONY COMPUTER ENTERTAINMENT

GAME PRO		ULTIMATE		GAMES MASTER		C&VG			
Thunderhawk 2	92%	Actua Soccer	93%	MK3	94%	Zero Divide	91%	Tekken	97%
Fifa '96	91%	Ridge Racer Revolution	91%	Street Fighter Alpha	93%	Disc World	93%	Raiden	90%
Krazy Ivan	92%	Descent	91%	Actua Soccer	96%	Destruction Derby	94%	Toshinden	96%
Actua Soccer	93%	NBA JAM	91%	Total NBA '96	96%	Loaded	92%	Ridge Racer	96%
Total NBA '96	92%					Wipeout	96%	Doom	93%

PlayStation™

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: TITUS
- PRICE: £50 (APPROX.)
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1 Player
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Sound/difficulty

GAME INFO

- GAME ORIGIN: A gaming interpretation of how our hairy-backed ancestors used to live.
- GAME DIFFICULTY: Moderate
- SCORE TO BEAT: Level 9
- ALTERNATIVES: Joe and Mac (if you want to stay playing in the caveman era), Yoshi's Island, Diddy's Kong Quest and Toy Story.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Not used

A — Shout

B — Jump

Y — Use weapon

L/R — L: Look around
R: Look around

S — Start: Pause
Select: Not used

GAME CREDITS

- DEVELOPED BY: TITUS
- DISTRIBUTED BY: TITUS
- MADE IN: FRANCE
- ARTWORK: © TITUS

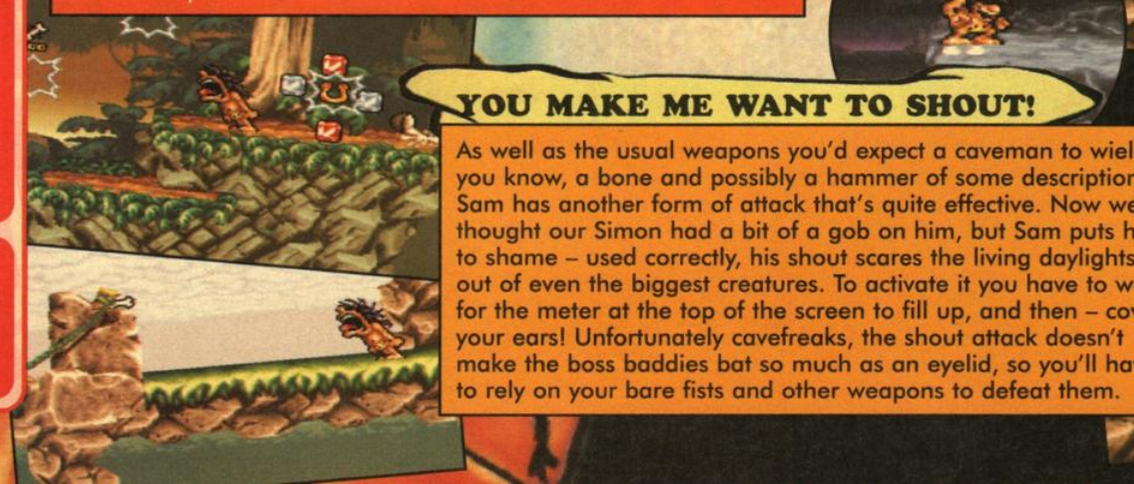
Time to head back to your cave after a hard day's hunting and get the wife to cook up the brontosaurus you've just killed. Yes, NMS is going back to the pre-feminist days of the caveman, so grab your leopard-skin loincloth as we explore the bizarre lifestyle of Titus' Prehistorik Man...

It can't have been much fun being a caveman. I mean, what did they do all day? You've got no Super NES to play on. Your football is a jagged ball of rock that hurts your foot when you kick it and hardly rolls anywhere. And as for music! Well, let's put it this way – if you like drum n' bass you'll be laughing (however, I don't so I'm not). The highlight of the day would be dragging a dead wildebeest through the forest and slowly roasting it for 29 hours. And while you wait for your dinner to cook you could play games to kill some time, like outrun the dinosaur (although this could prove to be a bit risky), or try to impress a cavegirl with your alligator-skin posing pouch. Hmm, hardly the basis for a cast-iron gaming classic, is it?

PREHISTORIK MAN

MAKE NO BONES ABOUT IT...

You've spent the last few months storing up food for the long cold winter that lies ahead, when some greedy dinosaurs tip-toe into town and eat all the supplies you've been tucking away. How the hell you wouldn't spot dinosaurs, tip-toeing or not, I do not know, but at least it give us a good excuse for a game. Sam (the young hero) volunteers to save his fellow villagers from starvation by journeying through the untamed prehistoric lands in search of the legendary Dinosaur Graveyard, where he can purchase food using the bones he's collected from all the dead dinos he's passed on his travels.



YOU MAKE ME WANT TO SHOUT!

As well as the usual weapons you'd expect a caveman to wield – you know, a bone and possibly a hammer of some description – Sam has another form of attack that's quite effective. Now we all thought our Simon had a bit of a gob on him, but Sam puts him to shame – used correctly, his shout scares the living daylights out of even the biggest creatures. To activate it you have to wait for the meter at the top of the screen to fill up, and then – cover your ears! Unfortunately cavefreaks, the shout attack doesn't make the boss baddies bat so much as an eyelid, so you'll have to rely on your bare fists and other weapons to defeat them.

SEEK AND YE SHALL FIND!

These may be prehistoric times but there are still some nifty contraptions to travel on. During his adventure Sam has the pleasure of riding on the first hanglider, raft and, even more bizarre, a pogo stick. Also hidden in some of the levels are small shops where items like weapons, credits and hearts can be purchased. Information can also be obtained, although nothing comes cheap. The most basic piece of advice costs about 20 bones, which could probably buy you two carrots and a mouldy turnip from the local market. Still, what you do with your bones is your business.

DID THE EARTH MOVE FOR YOU?

Sam's trusty club can be used for more than just pounding nasties. While out clubbing, keep an eye open for tremors in the ground – if you spot some, keep smashing the ground and eventually it'll open up allowing Sam to enter a secret area containing a bundle of goodies. The same technique can be used to reach higher ledges when there's nothing to climb up on – once again, by banging away with his club Sam can reveal hidden platforms to allow him to reach higher levels.

HAVE A HEART, MATE!

Pounding every creature in the jungle is going to take its toll after a while, and it won't be too long before you start to take a bit of a pounding yourself. If one of the creatures is lucky enough to touch you they steal one of your hearts form the top of the screen. However, if you're quick you can get revenge by pounding the little brat with your club and then grabbing the four small hearts it drops – collect all four before they disappear and Sam gets his heart back. Clever!

COMMENT

SHAUN

Oi! Whatever happened to this game? It seems like it was announced ages ago, but only now is it finally about to see the light of day. As it turns out Prehistorik Man is a damn fine game, but there's a sad possibility that it's a bit past its sell-by date. Had this come out pre-Donkey Kong Country and Yoshi's Island it would have been more likely to appeal to more people. As platform games go it starts out relatively easy, although the later levels do prove a sod to get through. This is a thoroughly enjoyable game to play, but don't expect anything new or spectacular.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■	■	
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■		
MONTH	■			
YEAR	■			

GRAPHICS

▲ Colourful, with a strong vein of humour running throughout.

84

SOUND

▲ Light-hearted background music and some strange sound effects.

82

PLAYABILITY

▲ Strangely, the control feels different to Mario and Donkey Kong and it takes a while to adapt to.

▼ Controls are a tad light and this can be very frustrating.

84

LASTABILITY

▲ Lots of hidden extras to find so you'll want to explore the levels.

▼ Far too many continues on Easy mode, so ignore it.

81

OVERALL

While Prehistorik Man is probably slightly too easy for the average punter, it's still a really fun game to play. So long as you don't expect miracles you should have a blast!

82

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

A mad warlord and his forces sweep across the world, conquering all before them. Only three cybernetically-enhanced warriors stand between this psycho and total global domination. It's going to be a long, hard fight – and they forgot to pack a spare set of Ever-Readies!

I'd hope that if the world was threatened by another megalomaniacal loony in the Hitler mould, the forces of good would be able to get their act together better than they always do in games. Take Ninja Warriors, for example – yet again the world's under threat from a fiendish dictator and his goose-stepping armies, and all we've got on our side are three unarmed goody-goody ninja-types against legions of gun-firing, knife-wielding, bomb-throwing baddies. I mean, if this was real life we wouldn't have a chance! Thank goodness, then, that it's just a game...

NINJA WARRIORS

COMMENT

DAVE

If not for the graphics, you'd be forgiven for thinking this was yet another fumpin' entry in Capcom's Final Fight series. The similarities are so great – three fighters, simplistic controls, end bosses, etc – that I'm surprised Capcom's lawyers haven't got all hot under the collar about it. Which means that Ninja Warriors is really good news for FF fans, especially as it's substantially tougher than Capcom's titles. For anyone else, however, it's time for the old 'Try before you buy' cliché.

FIGHT FOR THREE-DOM!

Disappointingly Ninja Warriors is strictly a one-player game, but at least it gives you the option to play as three different fighters, namely Ninja, Kunoichi and Kamaitachi, each of whom have varying degrees of agility, attack strength and so on. Personally I'm partial to Kamaitachi, the most robotic of the trio, but then I've always liked a bit of kickin' heavy metal!

EXPLOSIVE ACTION!

See that little power bar at the bottom of the screen? That's your character's Blaster meter that is, and it slowly fills up over time provided your character manages to avoid taking any serious damage by, say, getting shot or blown-up. Once it's at full power you can unleash a screen-shaking mega-attack that leaves any enemies on-screen reeling in its wake.

PRETENDER TO THE THRONE!

If you're a fan of the Final Fight games then you'll feel right at home with Ninja Warriors 'cos it plays almost identically – all you do is walk left-to-right through the sideways-scrolling levels, repeatedly tapping the punch button to dispatch the assorted goons and hard-nuts who wander on and try to attack you. Obviously, if it's a mental challenge you're after, you won't find it here!

RATINGS

- BY: TITUS
- PRICE: £49.99
- RELEASE: OUT NOW
- GAME TYPE: BEAT-'EM-UP
- CART SIZE: 24 MEG

GRAPHICS 83

◆ Chunky sprites in an unoriginal FF-inspired vein.

SOUND 74

◆ The usual by-the-numbers rawk-n'-rawl toons.

PLAYABILITY 70

◆ Almost defines the term 'Easy to play'.

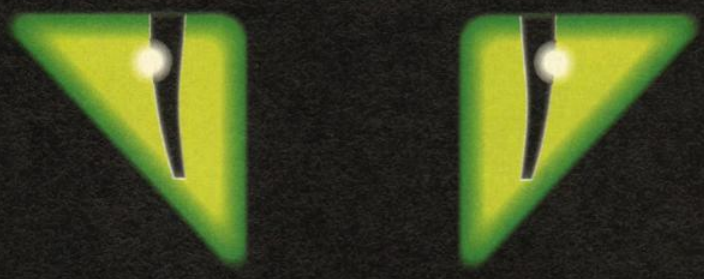
LASTABILITY 69

◆ Tougher than FF3, but only by a smidgeon.

OVERALL 68

Much better than Capcom's Final Fight 3 – but then, so's slamming the car door on your fingers.

IS BANKING ALIEN TO YOU?



We interrupt this magazine to bring you an important communication ....

Strange beings from another planet are about to invade the earth.

They have come for a Cashcard Account – The only Account that makes sense, right across the Galaxy.

We've got to stop them.

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- Standing order/direct debits

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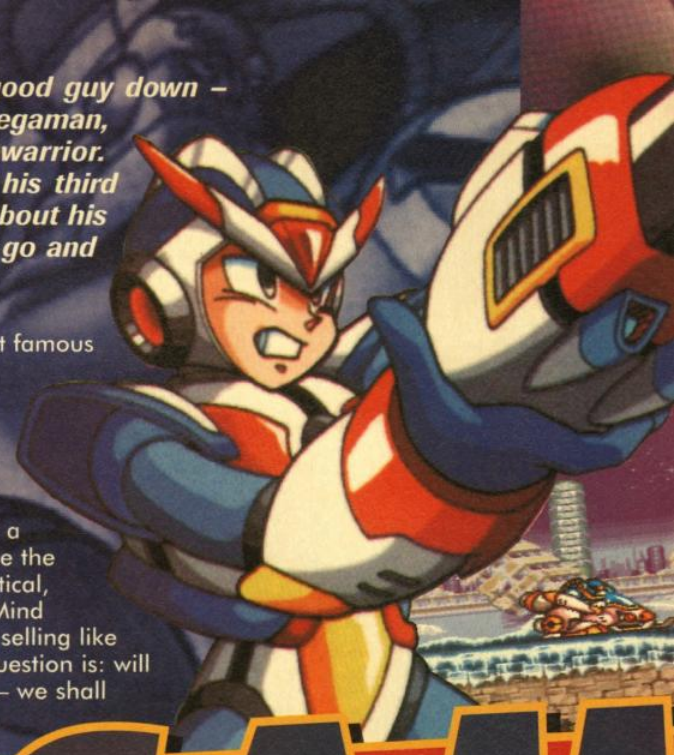
Full details about the promotion offer and prize draw are available from your local branch or on freephone 0500 64 64 64. Entry to the prize draw is free, no purchase necessary. Applicants must be between 11-17. Interest on credit balances will be payable net of basic rate of income tax, or subject to the required certification, gross. A customer with a Cashcard Account will be a depositor with, not a shareholder of, the Society. No membership rights in the Society are conferred upon depositors, nor do they, unlike shareholders, have a right to attend meetings of the Society or to vote on resolutions. Applications subject to status. Only one Cashcard Account per person. The Alliance & Leicester reserves the right to withdraw this promotion at any time. Alliance & Leicester Building Society, Heritage House, 61 Southgates, Leicester LE1 5RR.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGAMAN X3

They say that you can't ever keep a good guy down – and that's definitely the case with Megaman, Capcom's popular blue-suited robowarrior. Yes, the tiny titanium tyke is back in his third Super NES adventure. So what's new about his latest outing? Er... ah... um... look, just go and read the review, okay?



Like Mario, Megaman is one of Nintendo's most famous and enduring heroes. The little blue chap has appeared on almost every console Nintendo has ever produced, and now here he is again, back in yet another Super NES adventure. To my mind Megaman is the James Bond of the computer game world. Just like Ian Fleming's sexy super-spy, Megaman has appeared in over a dozen sequels to his first adventure. And just like the Bond movies, they've all been pretty much identical, barring the odd change in scenery and villain. Mind you, that hasn't stopped every Megaman game selling like cold sushi on its release in Japan. But the big question is: will the same happen over here in Blighty? Hmmm – we shall see, we shall see...

CART SPEC

- BY: CAPCOM
- PRICE: £49.99
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 24 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Config./Difficulty

GAME INFO

- GAME ORIGIN: The blue-suited robowarrior returns in yet another platform-pounding performance.
- GAME DIFFICULTY: Hard as diamonds, son!
- SCORE TO BEAT: Defeat any of the bosses!
- ALTERNATIVES: Megaman X, Megaman X2.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent

X — Not used

A — Dash

B — Jump

Y — Fire

L/R — L: Flip status screen
R: Flip status screen

S — Start: Call status screen
Select: Not used

GAME CREDITS

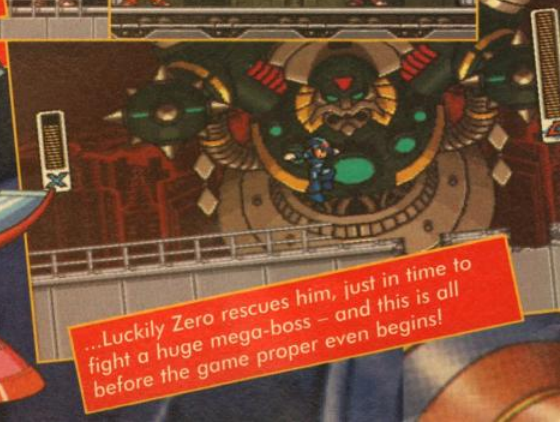
- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: MARUBENI
- MADE IN: JAPAN
- ARTWORK: © CAPCOM

MEGAMA

THE PLOT THICKENS!

I'm sorry, but what is the point of robots? In almost every film I've seen, book I've read or game I've played, they always seem to go haywire and then start killing people, smashing up buildings and generally causing large amounts of highly-distressing unpleasantness. And wouldn't you know it? Megaman X3's no different! The culprit here is the evil Dr Doppler, a stereotypical mad scientist who's infected some cybernetic reploids with a computer virus that's turned them into rampaging Mavericks. Only one person can sort this whole sorry mess out: the world's greatest Maverick Hunter – Megaman!

Doppler's forces attack Maverick Hunter HQ...
...Our blue-armoured hero Megaman wades in...
...And with the help of Zero brings one ship down...
...While Zero mops up, Megaman ventures into the over-run HQ...



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGAMAN X3

BOLT-ON WONDERS!

Megaman's basic weapon is the Mega Buster, a pop gun fitted into his robot arm that's fine for seeing off the lesser reploid rogues. By holding down the fire button you can also charge it up, R-Type fashion, to create a devastating ball of energy that'll see off most of Megaman's more aggressive foes. And it doesn't end there – by defeating the bosses at the end of each level you'll be rewarded with extra weapons that you can swap between at any time!

TOUGH ENOUGH?

If you've played one of the previous Megaman games you'll already know how tough they can be, and X3's no exception. The main problem is that some bosses can't be destroyed (at least, not unless you've got super-human gaming skills) without the correct piece of bolt-on weaponry collected from another boss, and finding out the correct order to tackle the levels can take months of boring trial and error. If you ask us, this is the best order to attempt the levels: Neon Tiger; Gravity Beetle; Blast Hornet; Blizzard Buffalo; Tunnel Rhino; Toxic Seahorse; Volt Catfish; Crush Crawfish. Also, keep an eye for those hidden energy Sub-Tanks – you'll need their energy boosts!

FROM ZERO TO HERO!

Everybody needs a friend – and given the odds facing our hero, nobody needs one more than Megaman! Zero's his name, and Maverick Hunting's his game. He's a bit of a flash git, to be honest, what with his long flowing blond locks and shiny red armour, but he'd dead handy in a fight. Once every stage you can call upon his help and take advantage of his awesome powers. Not only can he take more damage than Megaman, but his powered-up weapon delivers a massive three-hit attack! But remember: Zero can't fight bosses, and if you let him die that's it 'cos he's only got one life!

REVIEW

SUPER NINTENDO

TOUR OF DUTY

Megaman X3 consists of eight levels, all of which must be successfully completed before you gain access to Doppler's hideout. You have total freedom to attempt the levels in any order you see fit, which is where half the challenge (or, if you prefer, frustration) comes from. Anyway, here's an overview...

BLAST HORNET

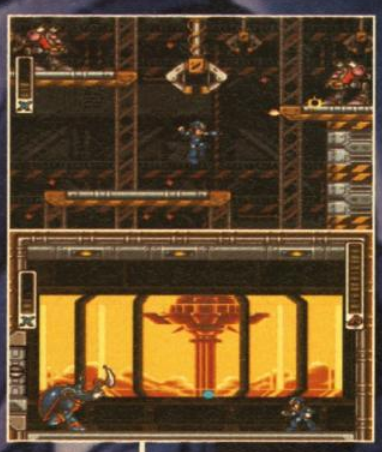
This buzzin' baddy lurks in a high-tech factory on the outskirts of Doppler Town. This is a tough stage, full of moving conveyor belts, bottomless lift-shafts and (of course) errant reploids.

BLIZZARD BUFFALO

Tread carefully – one slip on the frozen walkways will send you straight into some deadly spikes. And don't think about facing the icy steel ox until you've got the Parasitic Bomb!

GRAVITY BEETLE

Factory antics lead to a ruck with a knife-nosed insectoid. Watch out for the crumbling platforms, or the rug will be pulled out from under your feet in more ways than one!



TOXIC SEAHORSE

This reservoir complex takes Megaman thru slime-covered tunnels and an underwater section, to a face-off with a twisty seahorse mutant who fires muck balls!

VOLT CATFISH

The meany here is shocking! This fizzing fishface is a highly-charged character who draws electrical energy from the power conduits running through his power plant hideout.

CRUSH CRAWFISH

Deep inside a submarine factory something fishy is going on! Here Megaman has to venture into one of the vessels to find the claw-handed horror behind all the trouble.

TUNNEL RHINO

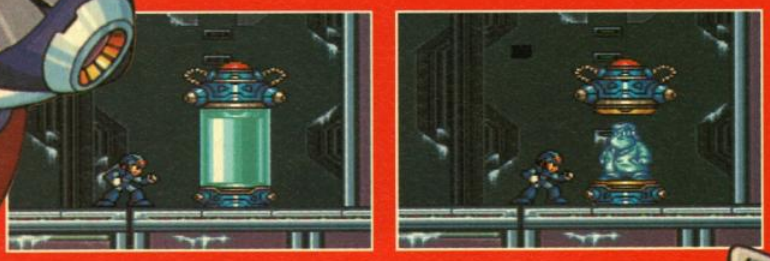
In this underground level spiky stalagmites will spell instant death for Megaman. It's worth all the hassle, though – the Rhino's drill-like horn is great for opening up secret areas!

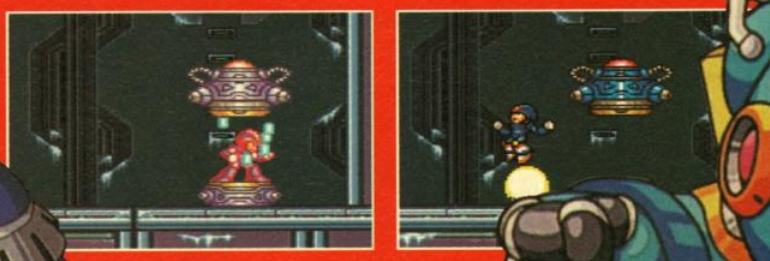
NEON TIGER

There's a rumble in the jungle – and Megaman's the culprit! This is one of the easiest levels to get through and has the easiest boss, so it's a good starting point for your adventures.

LIGHT? FANTASTIC!

Megaman X3 is full of hidden bonuses to collect and secrets to discover, many of which contain goodies that'll prove essential to your mission's success. In particular, keep an eye out for these blue tubes – these'll link you up to the kindly Dr Light, your creator, who'll reward you with a suit enhancement of some kind, such as a Mega Buster upgrade, extra armour, speed boots and so on.





AVOID MY DROID!

One of Megaman X3's niftier features is the robot rides, giant bipedal walkers that Megaman can pilot around the levels. Once the correct pick-up has been located, Megaman can hitch a ride whenever he finds one of the special robot ride platforms. There are four different robot rides in all, each with different powers and abilities, but it'll take some playing before you find the icons that'll let you access them all. The best thing about these robot rides is that while Megaman's sitting in the cockpit, he's totally impervious to enemy attacks. And even better, the robot rides' high-power armaments are the only way to blow open some of the more elusive secret passageways hidden in each level.

A LITTLE PICK-ME-UP!

Power-ups can be found anywhere. Here's a brief guide to them...

(1) Ammo clip. (2) Energy recharger. (3) Er, another energy recharger, only bigger and better. (4) Heart tank (makes energy bar bigger). (5) Robot ride icon (gives you access to droids). (6) Energy Sub-Tank (gives you reserve energy supplies). (7) Extra life.

(RIGHT) 'Ere, mate – fancy a lift? Alright, there's no need to be like that about it!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BIG BOSS, LITTLE BOSS!

As if the end-of-level bosses weren't bad enough, there are also a few middle-of-level bosses, just to keep you on your toes. As you'd expect they're not quite as tough as their bigger brothers, and generally speaking your Mega Buster (in conjunction with some top gaming skill on your part) will be enough to send them to Maverick Hell, but even so they can pose quite a challenge!

BAD BOYS!

Dr Doppler, like all good super-villains, has a couple of evil henchmen to help him do his bidding, namely Bit, Byte and Vile (a survivor from a previous Megaman adventure). Early on in the game Doppler dispatches these ne'er-do-wells to hunt you down, and they'll continually pop up here and there to test your mettle. Although their appearances are essentially random, you've got more chance of bumping into one of them if you keep re-trying the same level (presumably the enemies there report back to Doppler that there's some trouble).

COMMENT

DAVE

I have to admit that I enjoy the Megaman games. Yes, I know they're all pretty much identical and the controls can be a touch annoying at times, but I still find them lots of fun to play. And if nothing else, they offer great value-for-money – there's no way even our own Cosmic Cracker would be able to finish this in anything less than a week of solid play. Of course, the flip-side of this high difficulty level is that it can often get very frustrating – there were occasions I felt like throwing my Super NES against the wall the game was winding me up so much. If you're the sort of person who gets in a raging temper easily, steer well clear of this!

COMMENT

SHAUN

So, Megaman returns in yet another adventure, and once again it suffers from that all-too-familiar problem of playing exactly the same as all the others. Megaman games always start out really promising – they look good and play well – but once you come up against the first boss you know it's going to be the usual uphill struggle. To be honest, there's a stronger possibility of the cart flying out of the window rather than me getting to see the end credits. For sheer lastability it's well worth playing as you won't get through this in a hurry, but is it going to appeal to anyone who doesn't already love all things Megaman-esque? Frankly, I doubt it.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE				■
REFLEXES			■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK				■
MONTH			■	
YEAR			■	

GRAPHICS — 80

▲ Well-drawn sprites and lots of colour in the classic Megaman tradition.

▼ No real surprises, and the bosses often look a bit weedy.

SOUND — 81

▲ The usual pumpin' Megaman choons.

PLAYABILITY — 81

▲ Fine, but no different to any other Megaman title.

▼ The little devil still can't crouch! Aargh!

LASTABILITY — 94

▲ Even rock-hard gamers will find value here.

▼ Can be more frustrating than challenging.

OVERALL — 81

Another slick, polished and playable addition to the on-going Megaman saga. If only it had a few original touches too... Oh well.

their only crime was curiosity
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12
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REVIEW

SUPER NINTENDO

CART SPEC
- BY: TITUS
- PRICE: £44.99
- RELEASE: OUT NOW
- GAME TYPE: SHOOT-'EM-UP
- CART SIZE: 8 MEG

GAME FEATURES
- NO. OF PLAYERS: 1-2 Players
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Various

GAME INFO
- GAME ORIGIN: Released in Japan blummin' ages ago, this Wild West blast-'em-up is now heading for the UK.
- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Complete game on Easy.
- ALTERNATIVES: Revolution X, Terminator 2.

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Special

A — Not used

B — Jump

Y — Fire

L/R — L: Not used, R: Not used

S — Start: Pause, Select: Not used

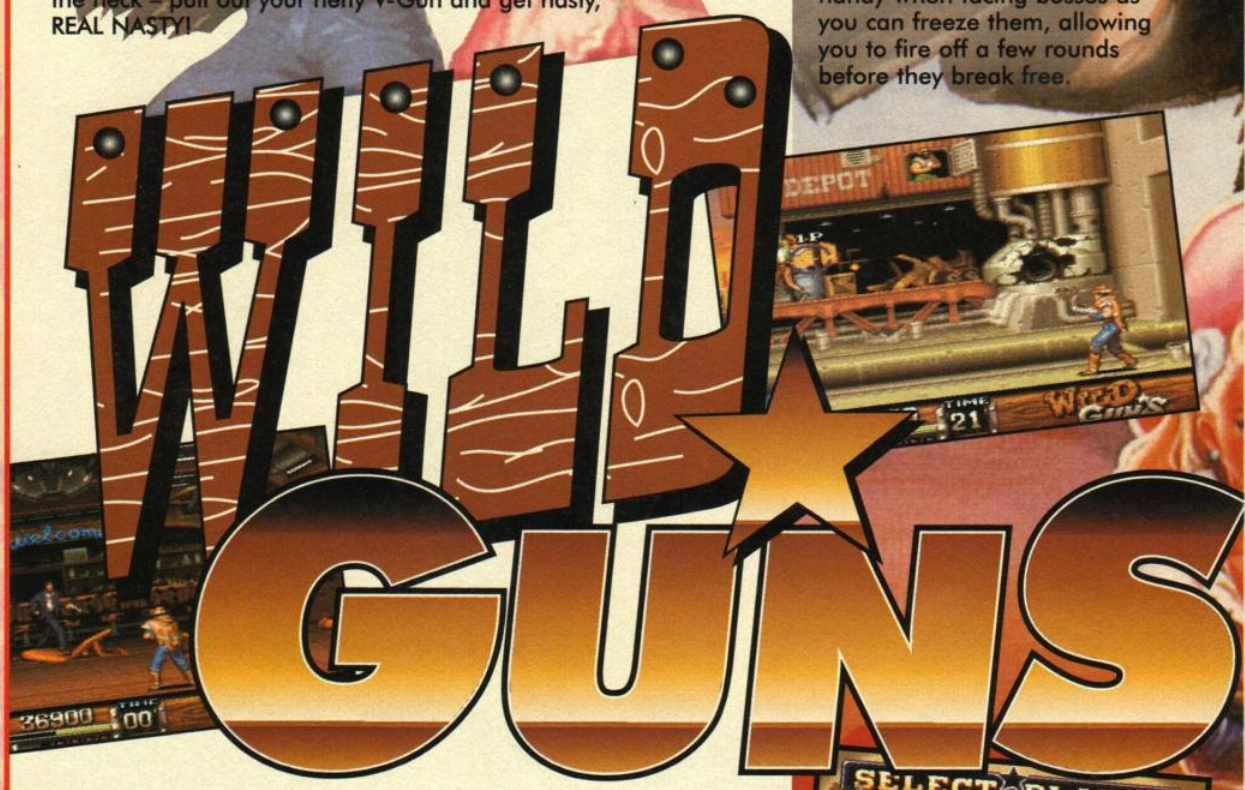
GAME CREDITS
- DEVELOPED BY: NATSUME
- DISTRIBUTED BY: TITUS
- MADE IN: JAPAN
- ARTWORK: © NATSUME

Once upon a time in the West, two dusty wanderers entered Carson's City, picked up some supplies and then set out across the notorious Desolation Canyon. Their destination, the old gold mines way out in the mountains. But there, lying in wait for them, was something they hadn't bargained on, something that would make any mortal man wet their chaps in fear. Lucky they brought their Vulcan Guns, then...

Have you ever wondered what it was like to live back in the old Wild West? No doubt you'd be one of those grizzled loners who wandered the wastelands and used to sleep under the stars, the sort of yellow-toothed gunslinger who'd leap in at the merest sign of trouble, guns a-blazing. Picture yourself standing in a saloon, with all the mean scum sitting around small tables playing poker and chewing on tobacco. Suddenly the saloon doors burst open to reveal a stranger dressed in a long overcoat and dirty black boots. As he stares at you with his deep penetrating eyes, the whole saloon clears in anticipation of a gunfight. You draw your gun and fire, only then to notice that your foe is not even human. Oh what the heck – pull out your hefty V-Gun and get nasty, REAL NASTY!

THE ART OF THE LASSO!

Another item available to our gun-slinging heroes is the lasso, which you activate by tapping the fire button repeatedly. If you've aimed it at one of your enemies they'll be frozen for a few moments, allowing you to pick off any other baddies giving you trouble. This comes in very handy when facing bosses as you can freeze them, allowing you to fire off a few rounds before they break free.



CLUNK CLINT, EVERY TRIP!

Before you start you can choose to play as either Clint or Annie. To be honest there's very little difference between how they play, although Clint does look a lot cooler. And for that added personal touch you can even select what colour duds they wear. Next you have to choose the game mode, either one player, two player versus the computer, or player versus player, in which you and a friend face-off in a shoot-out where the aim is to hit as many targets as possible.

TARGET PRACTICE!

The target-shooting rounds give you a wide range of weird objects to zap, from bouncing rocks to flying robots. The aim is quite simple: just hit more objects than your opponent, with the person who's hit the most targets at the end of three rounds declared the winner. Imagine it as a primitive clay pigeon game – neat eh?

COMMENT

PHIL

Although Wild Guns is a real hoot and I enjoyed playing it, I have to admit it seems a little dated – it's got a weird retro feel about it. Still, so far as shoot-'em-ups go it provides a refreshing change from the usual scrolling space blasts that we're normally treated to. If you're into Operation Wolf/Cabal clones then you could do a lot worse than this – one thing's for sure, it's a darn sight better than Acclaim's similar Revolution X.

GUNS! AYE-CARAMBA!

Each character has a standard weapon supplied with unlimited ammo, but more can picked up by shooting the icons that appear. Each new gun comes equipped with fifty rounds, and once these are used up you automatically switch back to your standard weapon.

MACHINE GUN
This fires at twice the rate of your feeble standard weapon. It comes in particularly handy when the screen becomes full of those annoying unwanted cowboys.

SHOTGUN
Good for blasting multiple enemies, as each shots covers a wide area. This is also very useful when the enemy comes running onto the screen side-by-side.

G-GUN
The next best thing to the V-Gun, this powerful weapon is great against the sub-bosses that crop up between levels. Any hassle, use this little baby to reduce them to oily stains.

V-GUN
This is the ultimate weapon, but it's only available once your V-Gun meter is powered up. When selected it makes you invincible for short time so make the most of it.

POP-POP GUN
The duff weapon of the game – collect this and you'll find yourself firing ping-pong balls at your enemy. Not very useful unless your opponent fancies a game of table tennis.

FOLLOW THE WANDERING STAR!

Wild Guns takes you through five areas, each containing three sub levels and three bosses, with the latter being a huge armoured mother that takes a zillion hits:

Carson City
This is the first level you'll encounter, but once you've completed it the other levels can be tackled in any order.

Desolation Canyon
Here you're fighting in the desert against various baddies, ranging from lasso-throwing robots to cowboys hidden behind bushes.

The Gold Mine
On this level you'll encounter everything from hot air balloons to cowboys riding in mine carts, so be careful!

Ammo Depot
To successfully complete this level you must clear the ammunition dump of all the cyborg scum that have gone out of control.

Armoured Train
In this high-speed stage, defeat the hangliding cowboys, and keep an eye out for the lasso-throwing woman aboard the train.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■	■	■
ACTION		■	■	■
CHALLENGE		■	■	■
REFLEXES		■	■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR		■	■	
DAY		■		
WEEK		■		
MONTH	■			
YEAR				

GRAPHICS — 79

▲ Colourful graphics with interesting backdrops.

▼ Poorly-drawn sprites make the game a touch boring to watch.

SOUND — 78

▲ Great explosions and musical soundtrack.

PLAYABILITY — 74

▲ Simplistic, easy-to-get-to-grips-with gameplay.

▼ Arguably a little too simplistic – there's not much in the way of variety.

LASTABILITY — 80

▲ Three difficulty settings, all of which are tough, means that you won't complete this in a hurry

▼ And you won't go back to it in a hurry, either.

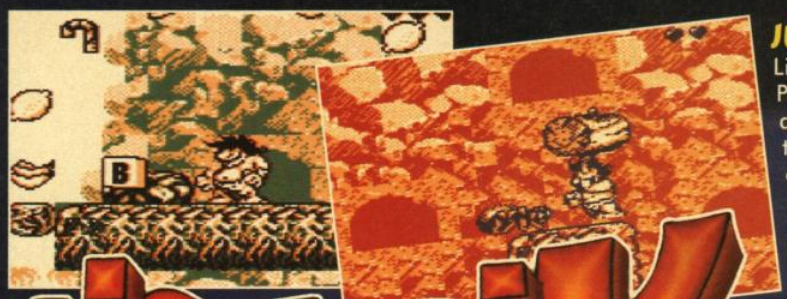
OVERALL — 77

Wild Guns isn't exactly what you'd describe as a state-of-the-art blaster, but even so it's an enjoyable – if extremely difficult – game.

REVIEW

GAME BOY

PREHISTORIK MAN



JUST LIKE HIS DAD!

Like its Super NES big daddy, Prehistorik Man is a platform adventure in which the hero has to run around, bashing brontos out of the way with his club and grabbing grub to feed his people. It's all fairly standard stuff, but there's the odd neat touch – for instance, bounce on the dinos' heads and you'll multiply the points scored when you smack 'em with your club.

Meet Prehistorik, the coolest caveman this side of the Cretacious Era. He's on a mission to save his tribe from total starvation – and he wants you to help! Well, are you game, boy?

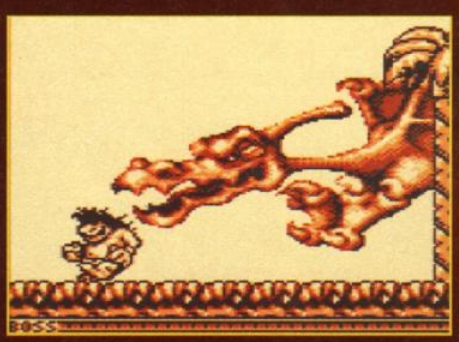
Isn't it funny how times change? If I told you that I went out clubbing last Friday, you'd imagine I spent the night at some steamy rathole in the middle of nowhere, drinking pints of fizzy wee at the bargain price of five pounds a pint and dancing to music so loud it made my ears bleed. However, in caveman times 'going clubbing' meant something very different. Food was scarce, so the hairy-toed neanderthals had to risk life and limb hunting for mammoths using only handmade clubs for weapons. It was dangerous but hey, so's going down a club these days...

QUEST FOR... LIGHTERS!?!?

Prehistorik's main aim on each of the game's five levels is to find a special item that'll help his tribe tuck in to their tucker when he gets back home, such as a knife, a fork, a spoon and, er, a lighter (presumably for igniting to the tribe's wood-powered barbecue pit). Unless Rik's got the required item he can't finish the level, and as they're normally hidden away in some dark corner of the map you'll often find yourself backtracking to annoyingly tedious effect.

ONE BIG PIG!

Prehistorik Man's sprites are nice n' big, although this does mean that there's the occasional glitching and slowdown. The end-of-level bosses in particular are very impressive – many of them take up the whole screen – and they've got some inventive attack patterns that'll certainly keep you on your toes.



OMMENT

Although Prehistorik Man boasts some original features, these are countered by loads of annoying ones too. The worst of these is the lack of a 'look down' function – sometimes you have no choice but to jump into mid-air and pray that there's not a bed of spikes or a bottomless pit below. Control over Rik is poor too – he never does things quite as quickly as you'd like him to – and the collision detection is a bit dodgy. This could've been a classic Game Boy title, but it just falls short.

RATINGS

- BY: TITUS
- PRICE: £15.99
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 4 MEG

GRAPHICS 82

◆ Big sprites, but there's a touch of slowdown.

SOUND 79

◆ Usual plinky-plonky Game Boy tunes.

PLAYABILITY 78

◆ Sluggish controls and slow gameplay.

LASTABILITY 72

◆ Only five levels that are more frustrating than tough.

OVERALL 78

An okay platformer, especially at the price, marred only by some clumsy game design.

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REVIEW

GAME BOY

CART SPEC
- **BY:** NINTENDO
- **PRICE:** N/A
- **RELEASE:** IMPORT
- **GAME TYPE:** BAT-'N-BALL
- **CART SIZE:** 4 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1 Player
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** Not a bean

GAME INFO
- **GAME ORIGIN:** It's the old arcade classic BreakOut given the Kirby treatment
- **GAME DIFFICULTY:** Variable
- **SCORE TO BEAT:** Complete all of World 4
- **ALTERNATIVES:** Kirby's Pinball Land

SUPER GAME BOY
- **ADDITIONAL FEATURES:**

GAME CONTROL
- **CONTROLLER:** Game Boy
- **RESPONSE:** Excellent!

A — Bounce Kirby

B — Activate power-up

S — Start: Pause

S — Select: Not used

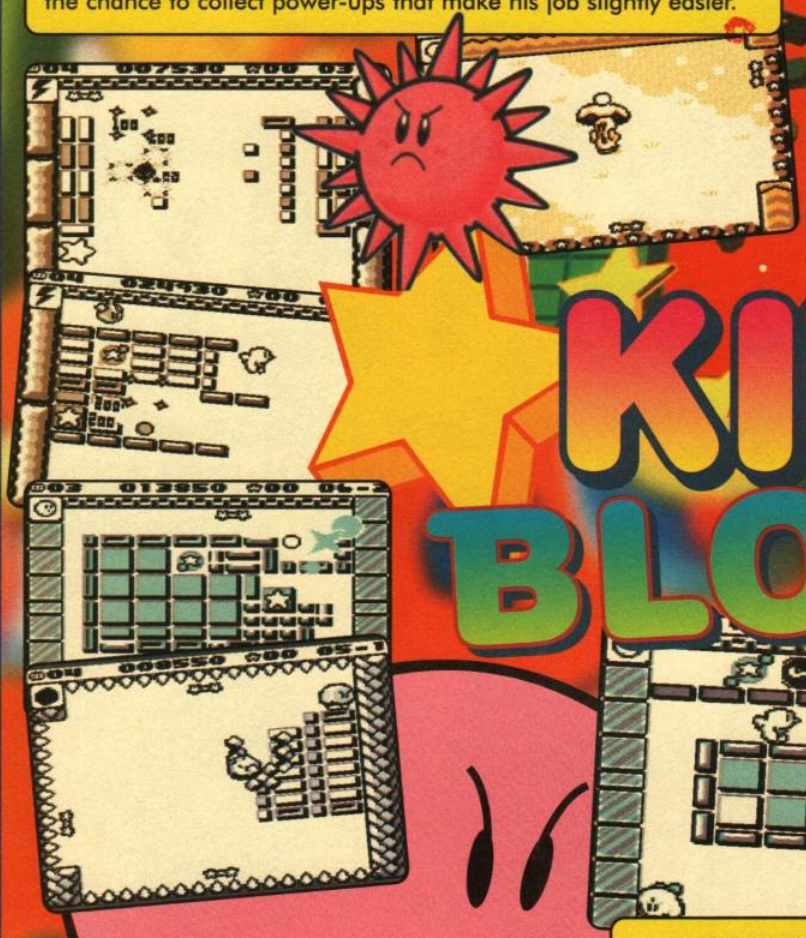
GAME CREDITS
- **DEVELOPED BY:** Hal Laboratory Inc.
- **DISTRIBUTED BY:** Nintendo
- **MADE IN:** JAPAN
- **ARTWORK:** © Nintendo

Kirby and and his chums have taken time out from their busy schedules of restoring peace to yet another island to star in an action-packed conversion of that old arcade classic Breakout. Like, er, wow...

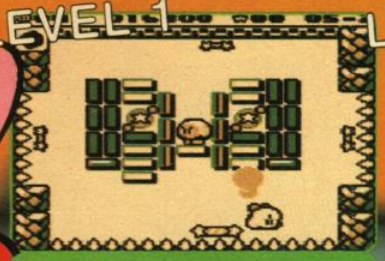
For those that are too young or just can't remember, the ancient Breakout coin-op was one of the most basic ideas for a game you could possibly come up with. All you had to do was smash through a multi-coloured wall by hitting the blocks with a ball bounced off your paddle at the bottom of the screen. Okay, so it doesn't exactly sound like a barrel of laughs but we're going back a few years, to a time when Mario was just a twinkle in his daddy's loins and Donkey Kong was too young to even dream about kidnapping a princess. Things were simpler then – and so were the games. "So how does Kirby's Blockball update the game for the 90s?" I hear you ask. Well, obviously it follows the same idea as Breakout, but as you're about to find out it's been jazzed up and features a host of loveable Kirby characters!

BAT 'N BALL – BUT THAT'S NOT ALL!

Kirby's task is to work his way through 10 worlds of 4 levels each, battling some of the super-evil bosses that have disrupted his life in earlier adventures. The object of the game is very simple: on each level you have to remove all the blocks littering the screen to gain access to the next stage. However, for the cunning player there are lots of hidden bonus screens to find – well, what did you expect from a Kirby game? The Kirbster starts the game with no special abilities, but as he progresses through the worlds he has the chance to collect power-ups that make his job slightly easier.

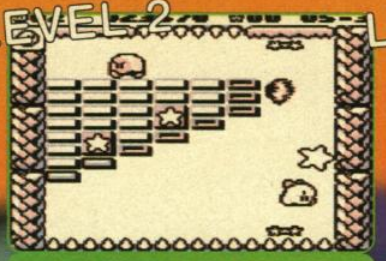


LEVEL 1



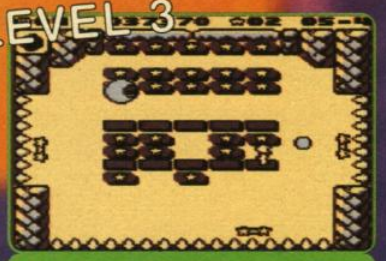
Here, hit both stars and you get a bonus chance to clear the screen: the dark blocks that Kirby previously could not destroy change shape and you have 30 seconds to remove everything on-screen. Achieve this and you score bonus points for the time remaining and the number of objects hit.

LEVEL 2



In the bottom-right of the screen there's an invisible block which reveals a star when hit – this takes Kirby to a bonus game screen. The spinning object at the top of the screen turns into a reversible block item which, when hit, changes the dark blocks to light and vice versa. The large squares contain bonus point stars which vary in value.

LEVEL 3



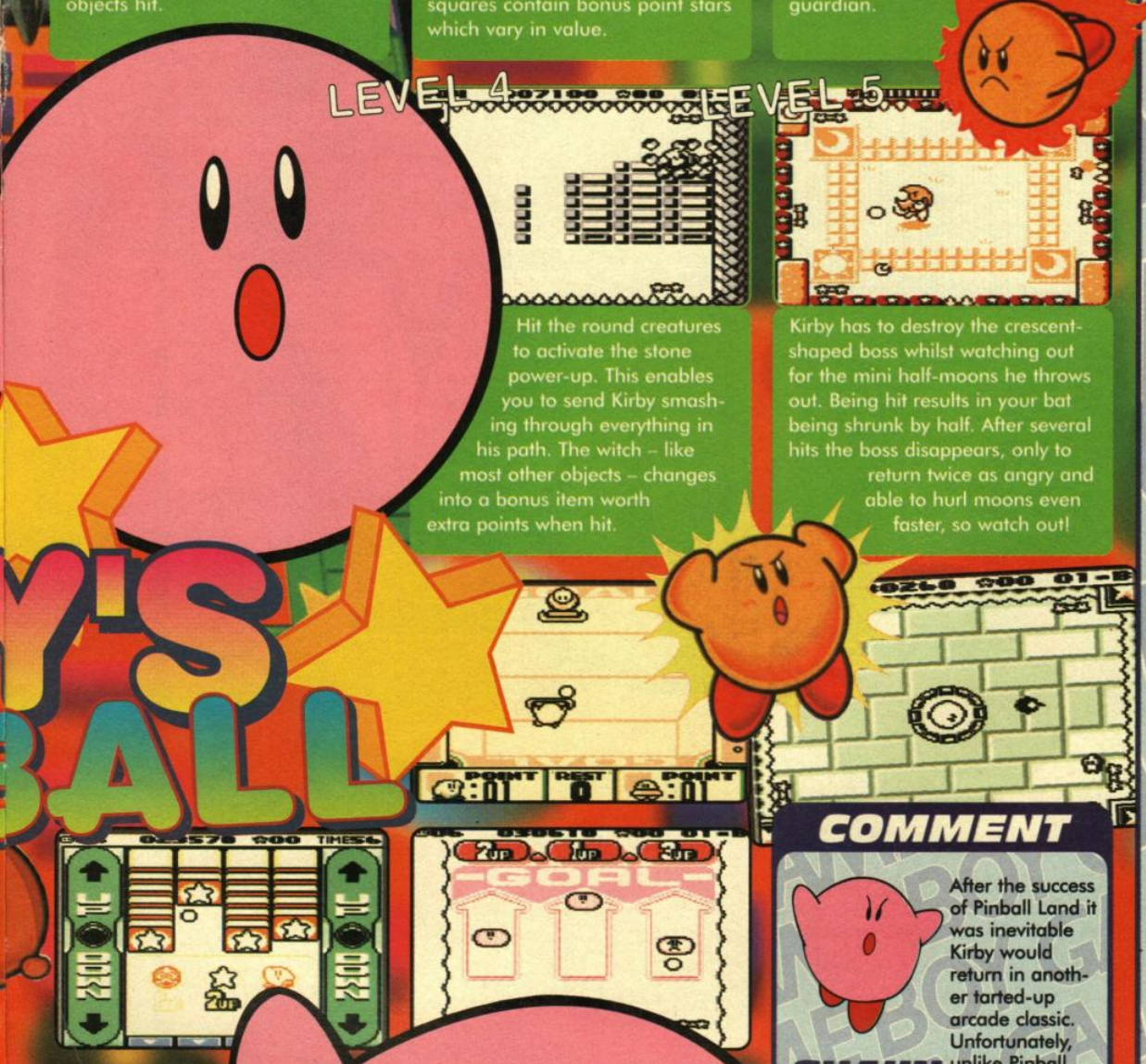
The object of this level is to try to remove all the star blocks before killing the mini-boss to gain an extra life and bonus points. Hit the mini-boss five times and it disappears, to be replaced by a star that carries Kirby off for the final battle with the end-of-level guardian.

LEVEL 4

Hit the round creatures to activate the stone power-up. This enables you to send Kirby smashing through everything in his path. The witch – like most other objects – changes into a bonus item worth extra points when hit.

LEVEL 5

Kirby has to destroy the crescent-shaped boss whilst watching out for the mini half-moons he throws out. Being hit results in your bat being shrunk by half. After several hits the boss disappears, only to return twice as angry and able to hurl moons even faster, so watch out!



YOU'VE GOT TO HIDE YOUR GAMES AWAY...

Bonus games usually come thick and fast in Kirby games and Blockball is no exception. There are four life-restoring games to choose from and they can be accessed by hitting the white floating stars that appear randomly on various levels. Two of Kirby's bonus games are quite similar, with Kirby having to hit either blocks or clouds to determine the extra lives won. These two games guarantee you at least one extra life, but the other two are slightly more difficult. One is a recreation of the classic pub game Air Hockey, whereas in Star Catcher you have to catch stars with your bat, making sure you avoid the bombs.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				
YEAR				

GRAPHICS

▲ Cute Kirby graphics we've all come to know and love. Don't they just make you wanna go ah!

84

SOUND

▲ Lots of twee tunes which are completely hypnotic and sit in your head for hours upon end.

82

PLAYABILITY

▲ Even the most idiotic of gamers couldn't fail to get to grips with this simple set of controls and easy to pick up style of gameplay!

85

LASTABILITY

▲ Ten worlds to progress through, all containing at least four stages.

72

▼ The levels begin to get slightly tiresome and repetitive. Bosses don't really throw any real challenge your way either to be honest.

COMMENT

SHAUN

After the success of Pinball Land it was inevitable Kirby would return in another tarted-up arcade classic. Unfortunately, unlike Pinball Land which was extremely addictive and kept you coming back for more, Blockball tends to get slightly repetitive and, well, boring. Don't get me wrong, the addition of different power-ups and bonus games adds spice to the proceedings, but you continue to play the game to get another world out of the way rather than for the enjoyment factor. With the severe lack of good stuff for the Game Boy at the moment, this may be worth a look at while you wait for something better. However, there's no getting away from the fact that this is a distinct disappointment for Kirby fans!

OVERALL

Kirby's Blockball starts out with a lot of promise, but ultimately it all gets a tad tiresome. It just doesn't have the same addictive appeal that Pinball Land had, although as Breakout clones go it's not a bad game at all.

76

REVIEW

GAME BOY

CART SPEC

- BY: DISNEY INTERACTIVE
- PRICE: £24.99
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 4 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Earnable
- OPTIONS: Lives/Music

GAME INFO

- GAME ORIGIN: The world's first computer-generated movie goes handheld.
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Complete the game!
- ALTERNATIVES: Donkey Kong Land, WarioLand, Super Return Of The Jedi (if you want a movie tie-in).

SUPER GAME BOY

- ADDITIONAL FEATURES: Er... it's got a pretty border – and that's about it.

GAME CONTROL

- CONTROLLER: Game Boy
- RESPONSE: Okay/Poor

A: Whip

B: Jump

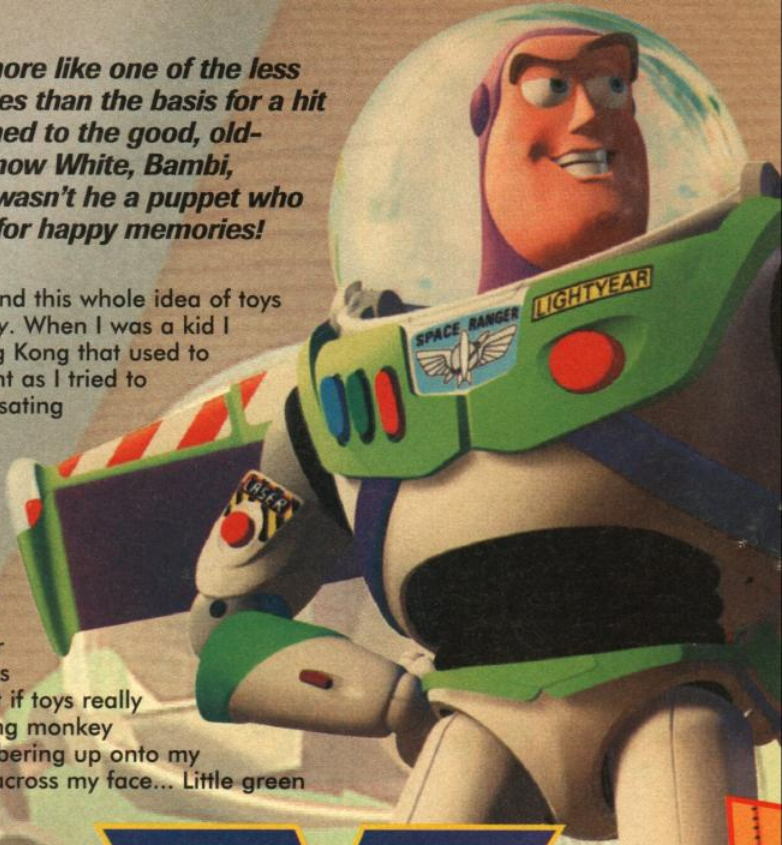
S: Start: Pause

S: Select: Not used

GAME CREDITS

- DEVELOPED BY: TIERTEX
- DISTRIBUTED BY: T•HQ
- MADE IN: UK
- ARTWORK: © DISNEY

Toys coming to life? It sounds more like one of the less believable episodes of The X-Files than the basis for a hit Disney movie. Whatever happened to the good, old-fashioned Disney heroes, like Snow White, Bambi, Dumbo, Pinocchio...? Hang on, wasn't he a puppet who came to life? Oh well, so much for happy memories!



I'm not embarrassed to admit that I find this whole idea of toys coming to life a bit... well, a bit *creepy*. When I was a kid I had a glow-in-the-dark model of King Kong that used to sit on top of my book shelf. Every night as I tried to get to sleep, I'd catch sight of this pulsating ape-shape glowing greenly in the dark... Brrr! I tell you, it used to scare the life out of me. Of course, I was far, far too macho to ask my parents to move it or hide it away in a cupboard, so for years I had to bravely try and got to sleep under the plastic monkey's radioactive gaze. Of course, eventually I overcame the fear – but that's only because I knew it was a toy that couldn't harm me. But what if toys really did come to life... Imagine that glowing monkey swinging down from the shelf... Clambering up onto my bed... Banana-tinged breath playing across my face... Little green fangs bared... MUMMY! I'M SCARED!

TOY STORY

COMMENT

SIMON

Toy Story GB achieves an awful lot when you consider exactly what its coders had to work with. The graphics are big and have a high level of clarity. However, if ever a game hero was in need of lubrication it's our Woody, because on GB he suffers from some of the stiffest joints seen in a video game. This is unfortunate because his poor responsiveness causes you to suffer some extremely untimely deaths. Still, Toy Story's a very respectable game, especially for a younger audience.

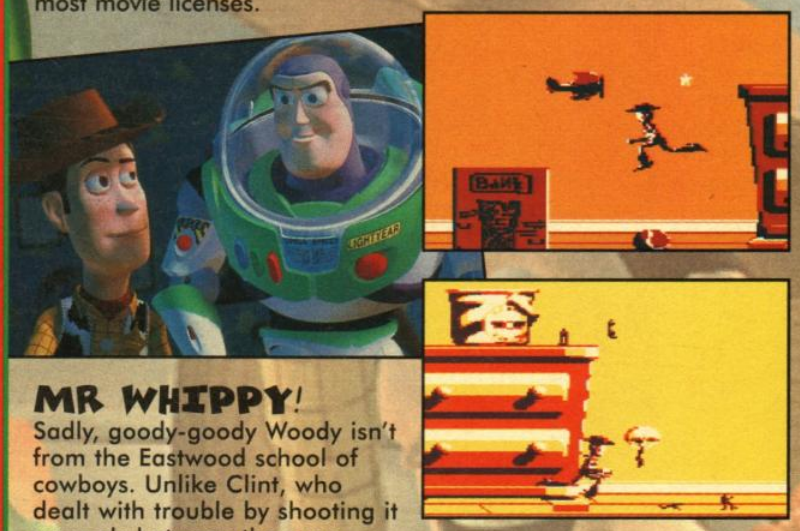
SPITTING IMAGES!

The Super NES Toy Story is a graphically-splendiforous cavalcade of 256-colour action, topped off with rendered sprites based upon the same 3D models used to create the actual film. Of course, the Game Boy version isn't quite as visually stunning, but it ain't bad – the sprites are impressively large, and retain the general look of their computer-generated big-screen buddies. Unfortunately, this also results in some snail-paced action when the screen gets cluttered, but hey, that's the price you have to pay for progress!

A lifeless Woody gets a severe roasting from sadistic Sid's magnifying glass...
...Hot! Hot!! HOT!! Woody dashes around, oblivious to the deadly conkers...
...Phew! A bowl of cornflakes! Have you forgotten how well they put out fires?

THE GAME NOW WAITING...

Game Boy Toy Story has almost exactly the same gameplay as the Super NES version, the main difference being that the 4-meg cart can only reproduce the platform levels – there's no battling a giant Buzz Lightyear or driving an RC car around Andy's bedroom, for example. Some of the perils you face are scaled down too – in the claw machine, the giant fans have been replaced by minute buzzsaws. Despite this, it's better than the sort of thing you get in most movie licenses.

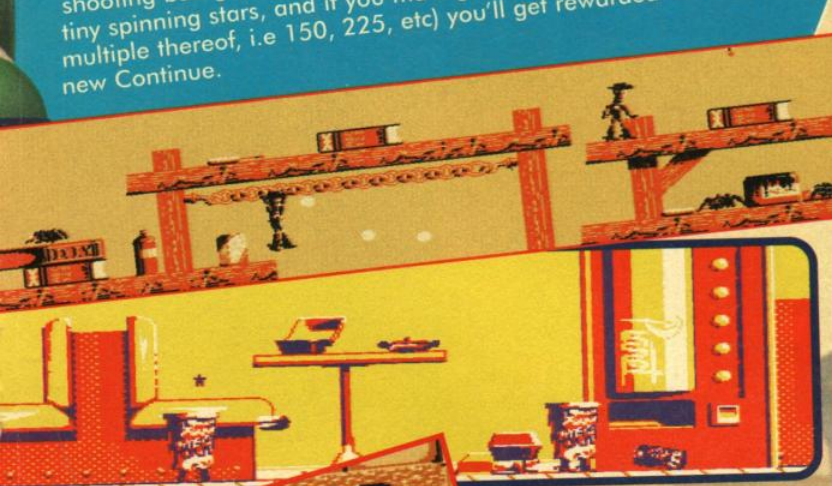


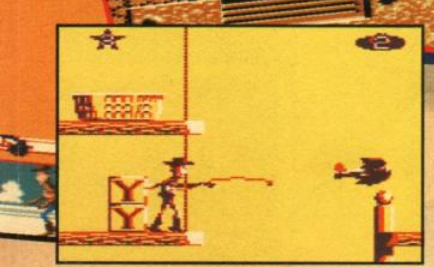
MR WHIPPY!

Sadly, goody-goody Woody isn't from the Eastwood school of cowboys. Unlike Clint, who dealt with trouble by shooting it squarely between the eyes, Woody is rather more forgiving, and opts to use his pull-string like a whip to entangle his foes for a few moments. Rather more interestingly he can also use it as a lasso to swing across chasms. Even so, there are times when you'd gladly swap this versatile length of string for a trusty six-shooter!

MAY I CONTINUE?

Unlike other games, the Continues in Toy Story don't grow on trees – you have to earn them, just like Woody the cowboy earned his spurs shooting bad guys back in the Wild West. On every level you'll see tiny spinning stars, and if you manage to collect 75 of them (or a multiple thereof, i.e 150, 225, etc) you'll get rewarded with a shiny new Continue.





(ABOVE) We've gone to the effort of piecing-together maps of the Pizza Planet and Sid's Bedroom levels, just to give you an idea of the sort of horrid perils you'll face. Isn't that nice of us?

COMMENT

DAVE

Playing Toy Story on Game Boy reminded me of that old saying about the walking dog – it may not walk that well, but it's amazing that it walks at all. Technically this is an amazing achievement, with big, flicker-free sprites that perfectly capture the slick rendered look of its 16-bit brother. However, the problem is that it plays very s-l-o-w-l-y at times, as if all the action were taking place in a big bowl of sticky treacle. Also Woody is severely lacking in fluid responsiveness, creating the only real difficulties in what is otherwise a very easy platformer. As such this would be an ideal buy for younger Toy Story fans, provided they can tolerate the occasional frustratingly-unfair death.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION			■	■
CHALLENGE			■	
REFLEXES		■		
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY			■	
WEEK		■		
MONTH		■		
YEAR				

GRAPHICS

▲ Impressively similar to the 16-bit graphics, albeit in monochrome.

▼ The action frequently grinds down to an annoying crawl.

93

SOUND

▲ There are some just-about-recognisable themes from the movie.

▼ Poor, even by Game Boy standards – you'll soon be selecting the option to turn it off.

50

PLAYABILITY

▲ Simplistic gameplay makes this easy to get into.

▼ Woody isn't as controllable as he might be.

74

LASTABILITY

▲ Lots of levels and the dodgy controls creates an artificially high difficulty.

▼ Still not really enough on offer here to last you more than a day or two.

75

OVERALL

Toy Story is an amazing piece of GB programming, but in the attempt to squeeze a hefty quart into a pint pot some of the 16-bit game's playability has been tragically lost.

77

REVIEW

GAME BOY

CART SPEC
- **BY:** CAPCOM
- **PRICE:** £24.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1 Player
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Password
- **OPTIONS:** None

GAME INFO
- **GAME ORIGIN:** A superhero who just doesn't know when it's time to quit!
- **GAME DIFFICULTY:** Very hard (as always)
- **SCORE TO BEAT:** Complete Mercury and Neptune stages
- **ALTERNATIVES:** Megamans 1, 2, 3, 4...

SUPER GAME BOY
- **ADDITIONAL FEATURES:**

GAME CONTROL
- **CONTROLLER:** Game Boy
- **RESPONSE:** Good

A Jump/Slide

B Fire

S Start: Bring up the weapon screen

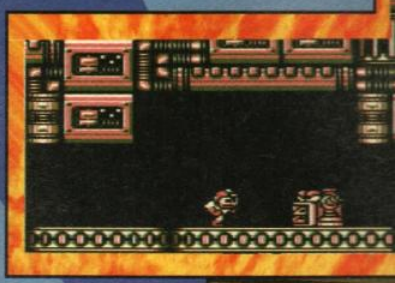
S Select: Not used

GAME CREDITS
- **DEVELOPED BY:** CAPCOM
- **DISTRIBUTED BY:** MARUBENI
- **MADE IN:** JAPAN
- **ARTWORK:** © CAPCOM

I know you're going to find this hard to believe but Earth is under attack again – and it seems like only yesterday we had our last brush with a bunch of vindictive aliens, rubbing their tentacles together in glee at the prospect of destroying Earth. Why can't they just pick on the Isle of Wight and have done with it? Probably 'cos it'd make a bit of a dull game!

After failing to take control of Earth on four previous occasions it seems Dr Wily has finally come to his senses, given up and retired to a rest home for miserable failures. All is peaceful for a few months, then out of the blue an alien called Terra pops up and confronts Megaman while he's out taking a Sunday stroll with his girly. Not wanting to appear chicken in front of his chick, Megaman does his Superman party trick and changes into more suitable attire, only to find that his trusty Mega Buster has no effect whatsoever on Terra! Megaman takes a bit of a pasting and the thought being beaten up takes its toll on his relationship. His girlfriend, not wanting to be seen with a wimp, ditches him and finds solace in a strapping biker from Barnsley. Surely Dr Wily couldn't be behind this latest attack? Unfortunately this is the least of Megaman's worries as the battle with Terra has really taken its toll – he's unconscious and minus an arm!

(BELOW & RIGHT) After working your way through the vertical moving floor, climb up the ladder and take Megaman across the conveyor belts and past the roaming StarDroids.



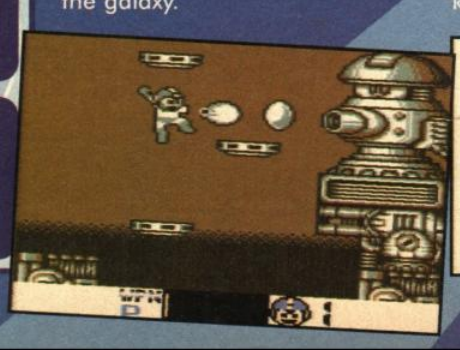
MEGA MAN

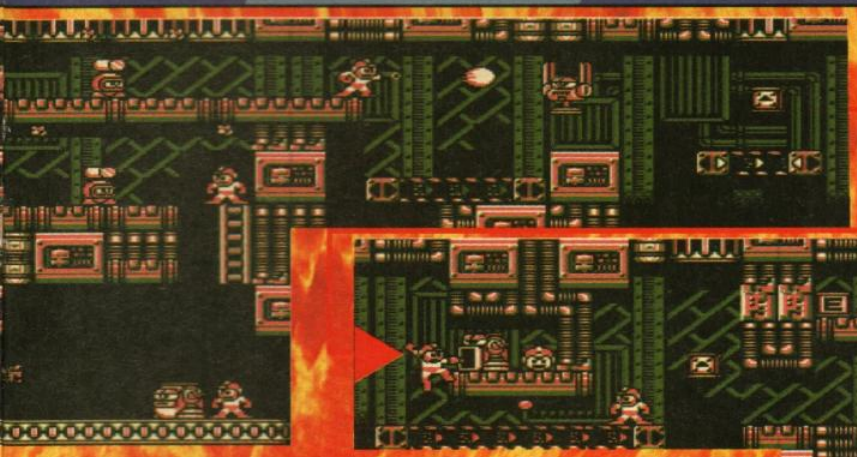
WE HAVE THE TECHNOLOGY!

After his severe kicking our hero Megaman wakes up to find himself being nursed back to health by Dr Light, a brilliant if somewhat absent-minded scientist. The good Doctor has put the big Meg in for a full refit, and his dicky arm has been replaced with a totally new weapon – the awesome Mega Arm. When charged-up to the max (in a similar way to the old Mega Buster) it fires a fearsome blast at the enemy. The Mega Arm can also be enhanced in a wide variety of alien-crippling ways, but to obtain most of these top add-ons our intrepid hero has to venture off and trudge around the galaxy.

I WANT TO LOOK AT URANUS!

Upon leaving the Doctor's laboratory Megaman sets off to try to restore some sort of order to the galaxy. To achieve this thankless task Meggie has to visit the other eight planets in the Solar System and do battle with the various aliens who live there. And, if you're extremely spawny and able (by some miracle) to beat one of the alien bosses, you get the benefit of their power. As with all other Megaman titles it's a case of having to experiment to find out the best order to visit the planets. Failure to get M's travel arrangements correct means he'll turn up at the wrong gaff with the wrong tool, and then get a proper kicking off the boss (gulp!)

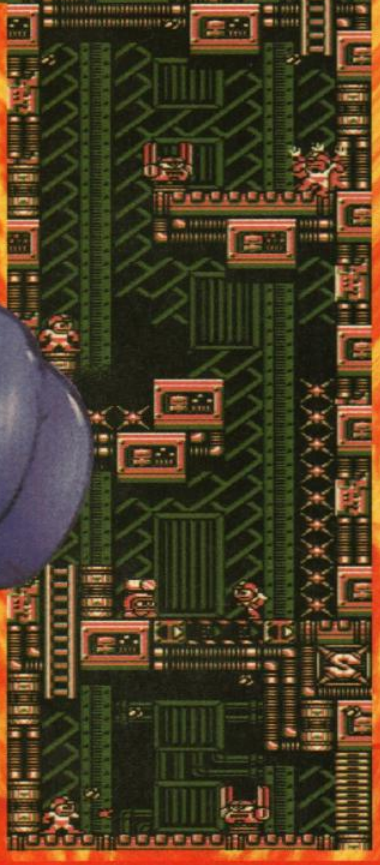




(BELOW) Again, work your way past the StarDroids and drop down avoiding the spikes. Now get ready to face the terrifying end-of-level boss, Neptune.

YA KNOW WHEN YOU'VE BEEN TANGOED...

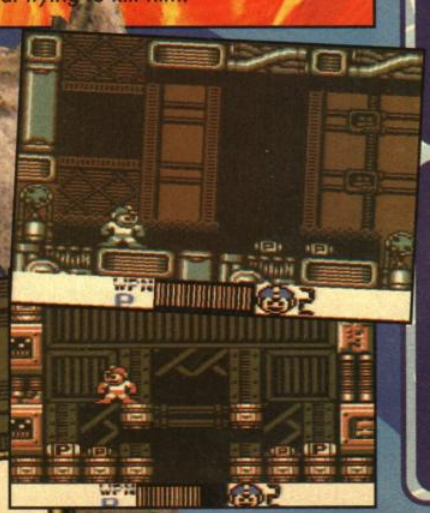
Megaman doesn't like to go anywhere, especially into battle, on his own. So the Doc comes up with a solution to sort out Meg's loneliness. His present comes in the form of Tango, a fearless mechanical cat which, when unleashed, turns into a furious furball that rips his prey apart. To find Tango Meg needs to keep an eye out for secret passages which lead to his feline friend and other pals like Protoman, who gives him Brucie bonuses in the shape of free power-ups.



(ABOVE) Alright, so he doesn't look that tough here but you have a go at trying to kill him!

WOULD YOU LIKE CHIPS WITH THAT?

During play MM can collect various items that increase his chances of beating the StarDroids. As well as energy and weapon tanks that recharge Mega's supplies there are also P Chips. Once an end-of level boss has been sent packing, Mega Man can return to Dr Light's laboratory and exchange the chips for more powerful blasters. He can also use these little spuds for refilling energy and power capsules.



COMMENT

SHAUN

Just why are these games so similar? Here we're once again whisked off to another strange alien world where we meet one of the hardest bosses we've ever seen in a video game! Then, after a frustrating battle, we finally beat him, receive a new blaster and head off to repeat the same thing another seven times! Why don't Megaman's creators take a look at the Mario titles and enhance their superhero in a more original fashion than just a new, bigger gun? I fail to see how gamers who have played any of the other Megaman games are going to be even slightly interested in buying MM5 – all they're getting is more of the same.

REVIEW

GAME BOY

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS

84

▲ As usual the sprites are pretty nice, but seeing how things don't alter that much it's hardly surprising!

▼ The backgrounds lack detail, and there's occasional slow down.

SOUND

81

▲ The same old tunes that you all know and love.

▼ The sound effects from the different blasters still sound dull and lifeless.

PLAYABILITY

82

▲ As good as always – the new Mega Arm is an absolute blessing.

▼ Due to the slow down it can become frustratingly difficult to kill some of the enemies.

LASTABILITY

83

▲ The bosses are all very difficult to destroy, and the levels are all quite long.

▼ Still gives you passwords and sends you back to the start. Also the continue points are too few and far between.

OVERALL

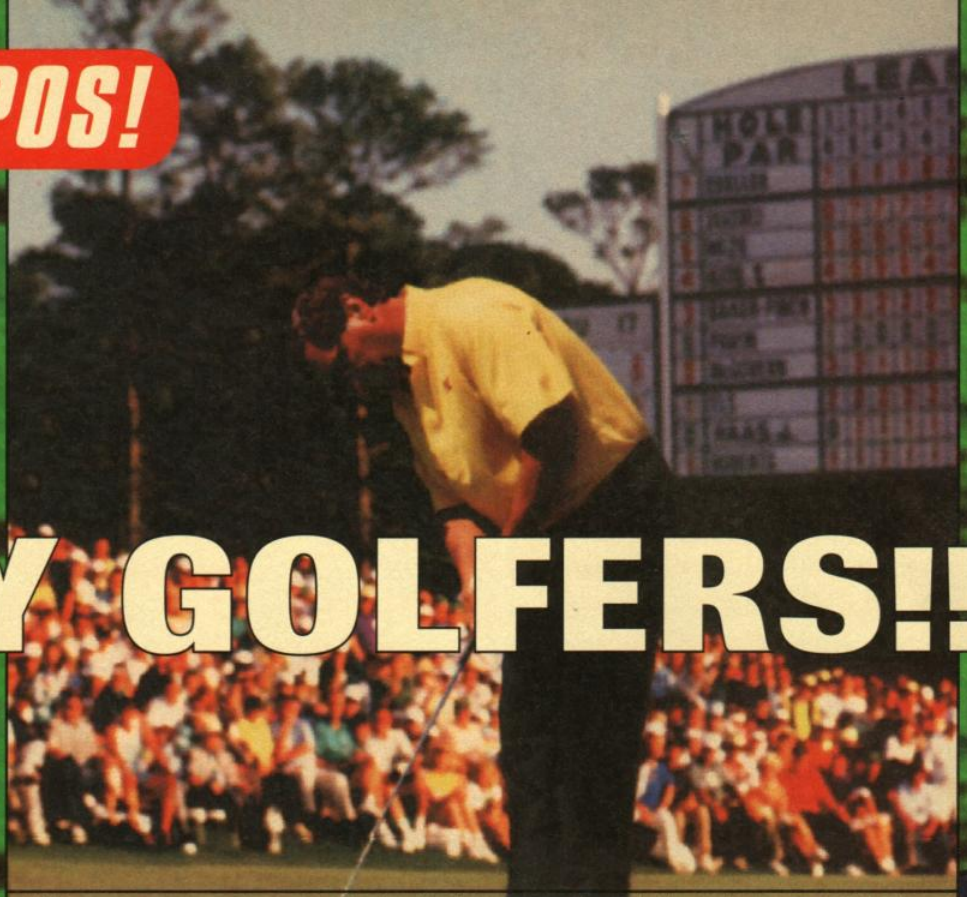
79

It's a case of the 'same old, same old' to be honest. If you love Megaman then you can't really put a blue metallic foot wrong. But if you're not that keen, stay away!

SPECIAL COMPOS!

Four! Take a hook at what we've got. Yep, we've got 12 copies of PGA Tour '96 to give away, thanks to T•HQ!!

The closest most of us come to playing a round of golf is the odd trip to the local. No-one takes pitch-n'-putt that seriously – all you do is whack turf at each other. In fact, the only time you really concentrate on hitting the ball is on the last and usually longest hole when you welly it as hard as you can, hit it out of the course and onto the roof of the ice-cream van parked nearby.



HOLE-Y GOLFERS!!

UN-BALL-EVABLE!

To play golf properly takes far too much time and costs a fortune in lost balls. Well, here's an alternative for all you budding Faldo's out there, as we're giving you the chance to go up against all the top golfers on the USPGA tour. Yes, thanks to those splendid folks at T•HQ we've got 12 copies of PGA Tour '96 on the Super NES to give away. And all you have to do to be in with a chance of winning is answer this simple question:

Q. What's it called when a player completes a hole one under par?

(a) Birdie
(b) Budgie
(c) Fluke

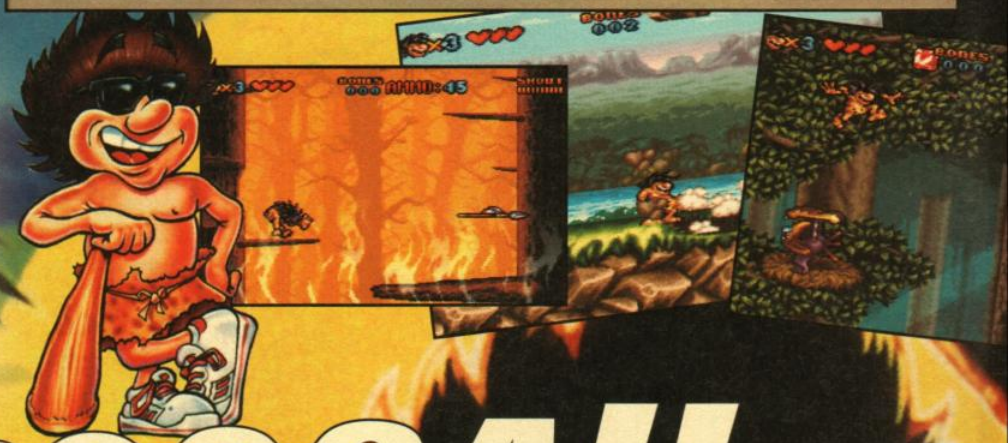
Write your answer down on the back of a postcard, sealed envelope or golf ball, add your name and address, and then send it to:

I'D BE BUNKERS NOT TO ENTER THIS COMPO!,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

All entries must reach us by the May 24th, 1996, when the winners will be plucked from our 19th hole.

Win one of 15 copies of Prehistorik Man on Super NES or Game Boy courtesy of Titus!!

So you wanna be a caveman, yeah? Are you sure? Imagine it: waking up in a cold, dark cave and having to wash in an icy river before heading out to find something for breakfast. Then, after breakfast, you have to search for fire wood to set up the barbecue. You even have problems talking to your mates because language hasn't been invented yet, and your drawings on the side of the cave walls are, well, crap frankly.



OOGA-BOOGA!!

ROCK-N'-ROLL!

Sounds an awful life doesn't it. Luckily there's an easier way to head back to the dino-days of the caveman: simply enter this incredibly easy compo and win either Prehistorik Man on the Super NES or Game Boy. We've got ten copies of the Super NES version and five copies of the Game Boy version to give away. All you have to is answer this simple question:

Q. What is the name of the hero in Prehistorik Man?

(a) Wham
(b) Bam
(c) Sam

Write your answer down on the back of a postcard, sealed envelope or fossil, add your name, address and which format you'd like, either Super NES or Game Boy, and then send it to:

I WANT TO GO BACK TO THE DARK AGES COMPO,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

All entries must reach us by the May 24th, 1996, when the winners will be drawn from Simon's leopard-skin posing pouch.

NHS SMALL TIPS

Greetings earthlets! I am the Cosmic Cracker and I'm here to bring you help before it is too late. Mortals, your distress and pain in the tips department has caused a major inbalance in the galactic flux that governs all matter. Now your angst will cease as every month I shall bring you tips and guides of pan-dimensional power and quality. More important, though, is the positive effect my work will have on the balance of the space/time continuum. Let harmony radiate from your being and some other, er, profound alien-style nonsense. Until the next lunar cycle, farewell brethen and send your tips to: TIPS TO SAVE HUMANITY, Small Tips, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

KONAMI

ALL KREM COINS
DIDDY'S KONG QUEST
SUPER NES ★★★★★

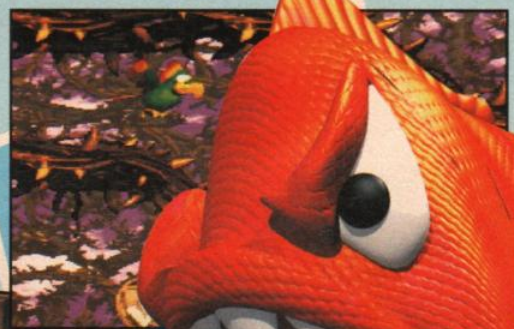
This exclusive cheat has been given to us by the boys from Rare! This cheat will enable you to have all 75 Krem coins instantly, follow the instructions below to activate this super cheat:
(1) Go in to K. Rool's cabin and then exit.
NOTE: DON'T COLLECT THE BALLOON!
(2) Jump over the two bananas, then collect the first bunch of bananas you come across. Jump back over the first two bananas and re-enter K.Rool's cabin.
(3) Now collect the balloon this time and then leave again.
(4) Repeat stage 2 (you should by now have 20 bananas) and then return to the cabin once again.
(5) Once inside the cabin you'll see a Krem Coin. Collect this and your Krem Coin count will rocket to 75 – WOW!

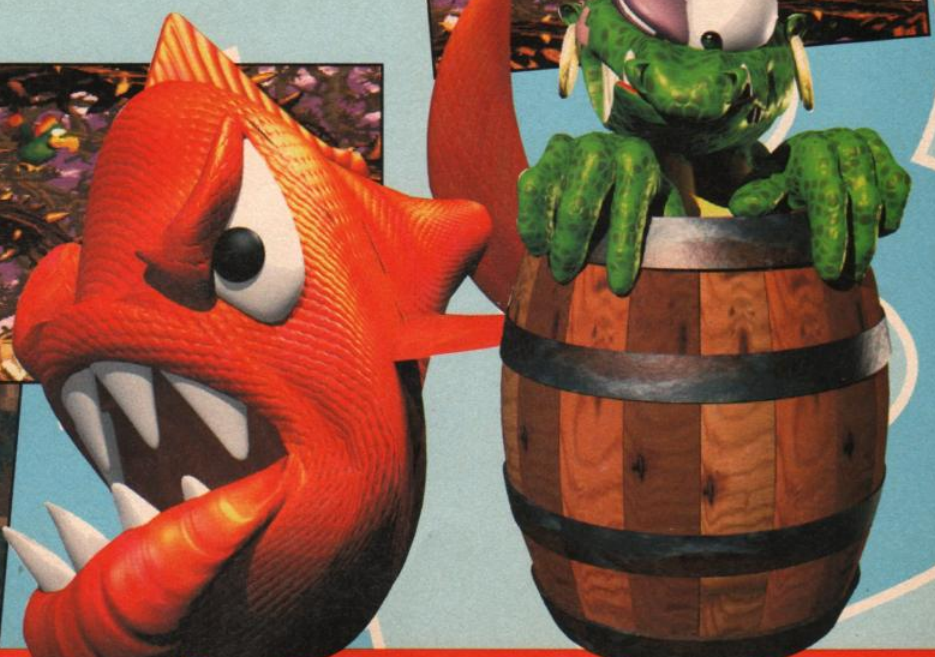
END OF LEVEL JUMP
DIDDY'S KONG QUEST
SUPER NES ★★★★☆

Alexander Baines from Gants Hill, Essex has sent us these two tips on how to jump to the end of Lockjaws's Locker and Gangplank Galley...
At the start of Gangplank Galley move upwards towards the Bonus Barrel.
DO NOT ENTER THE BONUS BARREL!
Instead team up with your partner, jump to the right of the barrel and throw your pal up in the air. If this has been done right, you should be at the end of the level.
To skip to the end of Lockjaw's Locker, keep moving until the water reaches the ceiling. Now go back to the space between the chests and the gap should be roughly the size of a barrel. If you're in the right place you now should be at the level's end.

SHREECH'S SPRINT
DIDDY'S KONG QUEST
SUPER NES ★★☆☆☆

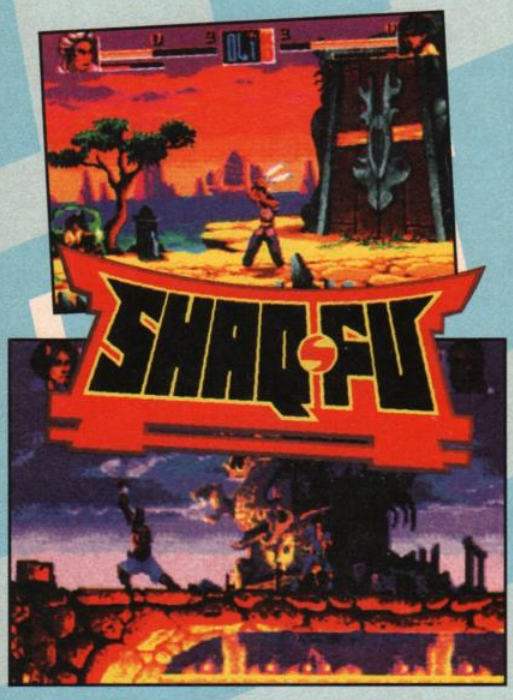
Thanks to Rob Aitken and Callum Sim from Glasgow for sending us some tips. This top tip will take you into the lead in Skreech's Sprint! To accomplish this feat all you've to do is fly down to the bottom-left corner after the letter K into a cannon barrel. This should now blast you into the lead!





HIDDEN ARENA
SHAQ FU
SUPER NES ★★★☆☆

To fight in the hidden arena you must be in Dual Mode. To get to this location, enter the Options Screen and press Up, Right, B, Down, Left and B. If this is done correctly the screen should blink. Now enter the Player Select Screen in Dual Mode and press X and B together on both controllers. The picture in the centre of the screen should disappear. When you commence play you should be at the hidden location!



STEALTH MODE
MORTAL KOMBAT 3
SUPER NES ★★★☆☆

To select your player without your opponent knowing who you've selected, quickly roll the D-pad anti-clockwise and press select on the Character Screen.

UPPERCUT MADNESS
MORTAL KOMBAT 3
SUPER NES ★★★☆☆

Enter on the Code Screen 2, 2, 1 on controller one and 5, 5, 7 on pad two. Now every time you perform an uppercut you'll punch your sparring partner into the air and into a different level!

KOOL KODES

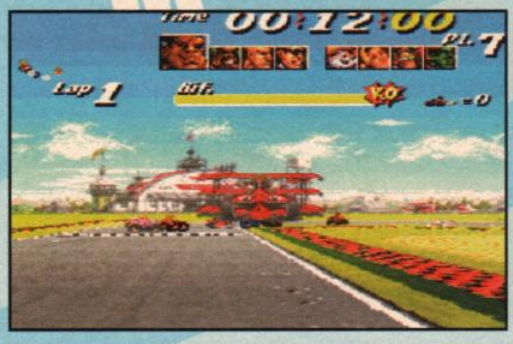
0		MK DRAGON
1		MK LOGO
2		YIN/YANGA
3		NUMBER 3
4		QUESTION MARK
5		LIGHTNING BOLT
6		GORO
7		RAIDEN
8		SHAO KAHN
9		SKULL

CONTROLLER 1

CONTROLLER 2

EXTRA TRACKS/CAR BOOST
STREET RACER
SUPER NES ★★★☆☆

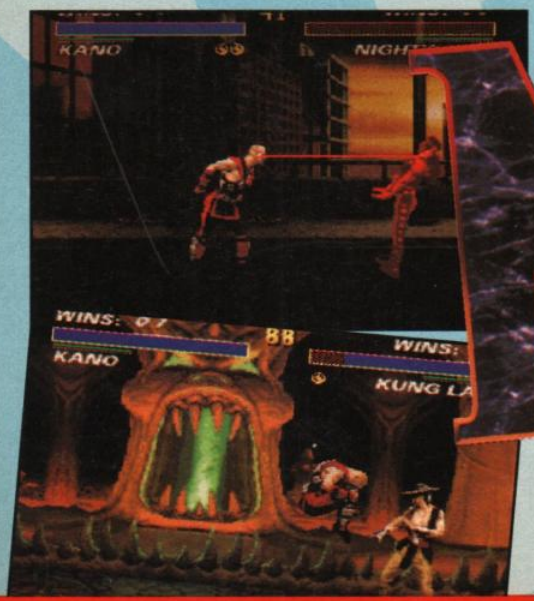
To access four new hidden tracks, press UP, LEFT, UP, LEFT, UP, RIGHT, X and then Y. The new tracks should now appear at the end of the circuit list. If you wish to improve your racing machine go to the Car Select screen and press X, X, Y, X, Y, X and Y. Now hold the X button and move the cursor around to change the stats of the cars.



PASS CODES
TRUE LIES
SUPER NES ★★★☆☆

Thankyou Graham Cannon from Oxford for sending these crafty codes in. Enter them and come and have a go if you think you're hard enough:

Full Weapons:	BGWPNS
Infinite Lives:	BGLVS
Invincibility:	BGGRLY



HIDDEN CHARECTERS
CLAY FIGHTER 2: JUDGMENT CLAY
SUPER NES ★★★

Blimey! more Cheats courtesy of Ciaran from the Emerald Isle, cheers mate! Enter the following codes and you'll find all the hidden characters:

Thunder	
Hold Left on the D-Pad and press Y, B, X, B, B, X, A.	
Sarge	
Hold Right and X then press L, L, UP, DOWN, LEFT and DOWN.	
Jack	
Hold Up on the D-Pad then press X, A, R, R, Y, A.	
Peelgood	
Hold Down Left on the D-Pad and press B, Y, Y, A, Y.	
Butch	
Hold L and press X, R, A, X, R, R.	
Ice	
Hold B and press UP, L, L, L, RIGHT	
Slyck	
Hold Y and press L, L, UP, L, LEFT, R.	
Spike	
Hold R and press X, B, B, A, Y, LEFT, A.	

ACTION REPLAY CODES
MICKEY'S MAGICAL QUEST
SUPER NES ★★★

These magistic codes have been sent in by Adam Taylor in Bury, Lancs.

Unlimited Energy	7EO2B104
Start With 90 Coins	7EO2A909
Start At Hidden Boxes	7EO2AC04
Start At Hidden Stores	7EO2AC05

EXTRA DIFFICULTY
PILOTWINGS
SUPER NES ★★★

This has to be one of my fave games of all time! So thanks to James Evans from Lancashire for sorting this cracker out that'll give PW more longevity, enter the following code: 882943.

LEVEL SELECT AND INVINCIBILITY
LION KING
SUPER NES ★★★

Ciaran Sanfey from Dublin was kind enough to send in this little gem that'll make your lion-like lives slightly easier. On the Options Screen press B, A R, R, and Y. Now you'll be able to select any level and become invincible to boot – roartastic, huh?

PLAY AS EYEDOL
KILLER INSTINCT
GAME BOY ★★★★

Ryan Harris from Sheffield has sent me this nifty cheat on how to get to grips with Eyedol on hand-held format. Hold Right and press Select, Start, B and A on the Versus screen. If this has been entered correctly you should here a strange noise. Unfortunately, if you lose a fight you must enter the code all over again.

HIDDEN PUZZLE GAME
MICRO MACHINES
GAME BOY ★★★

Jassen Payen from Edmonton has sent me this tip on how to play a hidden puzzle game on Micro Machines. On the Title Screen press Down, Up, Left, Right, Up, Up, Down, Down, Left, Left, Right, Right then hold A+B together. A and B moves the pieces, Start jumbles them up and Select takes you back to the Title Screen.

9 EXTRA LIVES
CASTLEVANIA 2
GAME BOY ★★★

Enter two candles and two hearts as a password and this will give you nine whole extra lives. Thanks to James Evans from Lancs for this 'un.

OPEN ALL DOORS
GAUNTLET
GAME BOY ★★

Stand in a safe place for one hundred seconds and all of the closed doors will open, Spooky!!! Oh, and thanks to James Evans once again for the help!

Stuck in a time warp? Having trouble getting through some of the bosses that plague the world's of Evermore? Well never fear 'cos help is at hand. Grab hold of your mutt's collar and follow our very own Cracker into the gloomy worlds of Prehistoria

SECRET OF EVE

WORLD ONE: PREHISTORIA

In the Intro sequence, walk to the gold chest to find a bazooka – use this to blast the two robots. You should have no problems here, as it's basically a little bit of practice for later on.

Once in the jungle look around and pick up as many items as possible, then make your way north to exit. Fight the four Raptors using your bone crusher – it doesn't matter whether you get beaten because you'll end up in the village anyway. **NOTE!** If you kill any of the lightning-fast Raptors, Strong Heart's brother will give you a grass vest as a gift for ridding the village of the monsters.

1

THE VILLAGE

Once in the village explore every nook and cranny – you'll find various ingredients and items. Then go to the hut in the middle of the village and talk to Fire Eyes.

2

Once you've chatted to Fire Eyes exit the village via the bottom-right corner pathway and from here make your way to the quicksand field.

3

4

Upon entering the quicksand field allow yourself to be sucked into one of the whirlpools. Once you have done this you will reappear next to a cave. Walk in the entrance and you'll find a merchant who will give you the Jaguar Ring.

1

BUGMUCK'S SWAMP

One you've obtained the Jaguar Ring head south towards the exit. Your next destination is **BUGMUCK SWAMP.**

2

At the entrance of the swamp follow the path south. Now enter the cave from the right-hand side. Speak to the old man to obtain the Hard Ball spell. **NOTE!** You can save your position here.

1

Exit the cave and make your way south-east. You will soon pass a section where you'll see some insect legs that hang down. Follow the path to find the Big Bug maze entrance. Upon entering the maze quickly make your way north until you reach the insect boss, Thraxx.

1

2

3

The easiest way to beat Thraxx is to put your dog on attack setting so that he will deal with those pesky worms. This leaves you free to attack the Thraxx. Hit the rib cage with the bone until it opens up. Now run inside and hit Thraxx's heart or use your acquired magic to attack him. Repeat this until he is one dead monster, and once this is done hit the small cocoon at the top of the screen to free Strong Heart. You will now have gained the Spider's Claw weapon which enables you to cut through bushes. Now move up to the exit.

4

After leaving Thraxx's lair continue walking along the cliff edge until you come to a left turn. At this point walk through the wall on the right and talk to the old man – he'll then give you the Acid Rain spell.

BACK TO TOWN

Once the old man has given you the Acid Rain Spell return to the village and talk to Fire Eyes. She'll then give you six Call Beads which enable you to use her selection of spells. Fire Eyes will also give you instructions for your next quest.

Exit Fire Eye's hut and make your way to the top-left corner of the village. Follow the path down and then walk left, going through the bushes. Collect the Items out of the pots and talk to the old man – he'll give you the Defend spell.

MEET STRONG HEART!

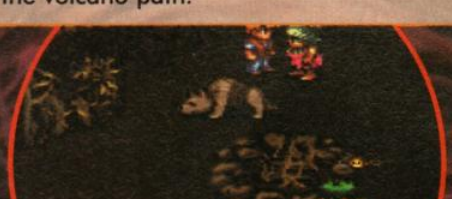
Leave the village via the south exit. Once in the jungle travel west and use the Spider Claw to unblock paths. Keep moving and you should find a shell hat hidden in a pot. Equip this item and move west until you find Strong Heart's hut. Talk to him and he'll give you the Cure spell. Now go back to the village.

Once back in the village purchase any necessary spell-casting ingredients and make sure you've stocked up on life-restoring petals and dog-preserving bone biscuits. Now make your way north out of the village. Upon entering the jungle head to the top-right corner of the map and pass through the passage into the mammoth graveyard.

Follow the path north until you are greeted by some pink-n'-purple Vipers. Defeat the four Vipers and the General by using your Spider Claw and Hard Ball attacks. Once these have been killed you will get the Horn Spear and a mytserious man will appear. In thanks for killing all those vicious Vipers he'll reward you with the Heal spell.

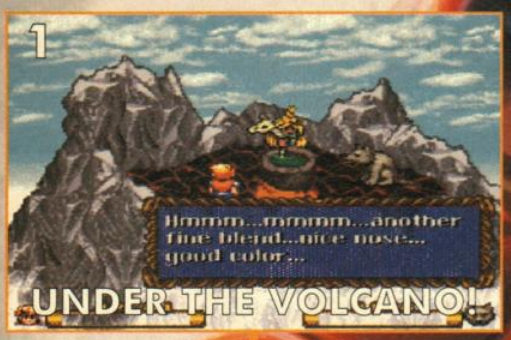
OI! GEYSER!

Once you've finished talking to the man walk through the skull entrance to reach the volcano path.



Go to the very top of the volcano path and locate a small grey oval on the ground. Once here cut down the bushes to the left to reveal a second oval (these ovals are steam geysers). Step on the left geyser to be boosted up to a ledge. Now walk into the cave on the left, stand on the geyser and this will blast you up to the Volcano crater.

1



UNDER THE VOLCANO!

Talk to the old man to obtain the Levitate spell and purchase any items that you acquire. **NOTE!** Before doing anything else, save your game! Now jump down the volcano by going to the right side of the screen and pressing down.

2

SALABOG'S DOMAIN

Move down the path until you reach the two caves. Now cut through the bushes on the left to locate the swamp and make your way north-east to locate the Salabog Snake.

3

Look out for the small mounds on the sides on the bank. These are usually very easily spotted because a little green pest is usually guarding them. Kill the little blimp to uncover a hidden lily pad. It's imperative that you find all of the hidden pads or you'll not be able to reach the Salabog Snake!.

4

This pot contains a call bead. Kill the green urchin next to it and a hidden pad will be revealed. Now trace your steps to find the revealed pad and this will lead you on to the path which will then take you to the Salabog Boss.

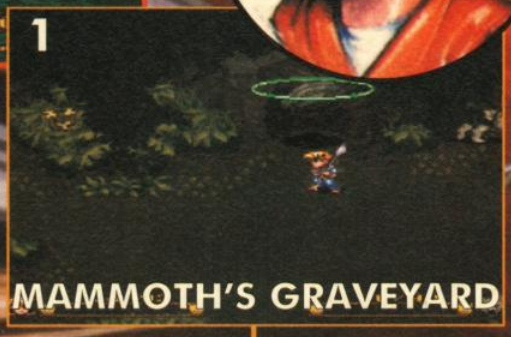
5

A man called Blimp will ask you to help him with the snake. The best way to defeat the boss is to set your dog on aggressive so that he will attack the Whisps. Now use all of your spells on the snake until you run out. Attack the boss with the spear until you reach Level 2 and once you've reached the second spear level you can throw the Horn Spear to cause huge amounts of damage. This is done by holding the attack button in the down position. Now wait for the red bar to appear, now release it and the spear will kill the snake.

6

Having defeated the Salabog Blimp will create a bridge which leads to his hut. Enter his abode to gain the vital ingredient for the Levitation spell – the Mud Pepper.

1



MAMMOTH'S GRAVEYARD

Now trek to the Mammoth Graveyard and move one screen down to the cave which has been blocked by a boulder. Use the Levitation spell to move the boulder and enter the cave to reach the Volcano Core.

2

Work your way north through the core until your path is blocked by a second boulder. When this happens search the surrounding area for pots. These will contain the necessary Mud Peppers needed for the Levitation spell.
As you travel up certain paths you'll see boulders near the edges of the path. Push these off of the edge by walking into them and pressing B – doing this will create new routes that lead through the blocking lava.

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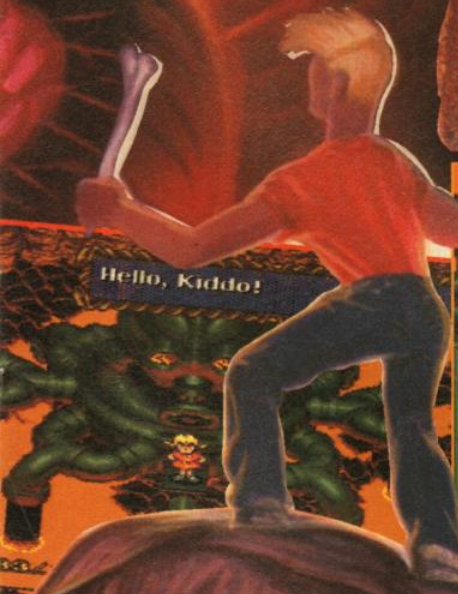
After passing the second boulder you'll find yourself in a set of caves. Follow this route to find a hidden man that'll give you the Speed spell. Go to the top-left corner and move up one screen and then left one. Go down two screens and then along the right side of the wall. Now walk through the wall and obtain the handy Speed spell. **NOTE!** Save your game here!

Continue searching the caves until you find a clearing that's guarded by a pink Viper and a General. To gain the last Mud Pepper defeat the General and you'll be rewarded with the precious ingredient. Once at the top of the core move upwards to enter the Volcano Pipes.

The idea is to find the room containing the switch and then reach the room where the door has been unlocked. At the beginning of the maze go up through the left side pipe. Now go all the way up, then left as far as you can go. Now take the first pipe to the left, travel all the way left then again go up as far as you can. Now move down until you can go no further and then right to drop into the pit. Once in the room step on the switch to unlock the door. Talk to the friendly Viper and save your position. Now move through the tunnel and you should now be back where you started. Walk through the right tunnel and keep moving up and drop in the pit. This will lead you to the room with the unlocked door!

When fighting the Magma use all of your attack spells on him and feed your dog his special biscuits - this gives him that extra woof needed to attack Magma. Once the Magma retreats back into the lava he'll gain most of his energy back, so be patient when fighting him and eventually you'll wear him down. **NOTE!** You must keep throwing your spear at him to have any hope of defeating him.



NEXT MONTH:
YOU'RE OUT OF TIME MY BABY!

We move down our little time tunnel and uncover the next world of Evermore. See you then, role-play puntlets!

PLAYER'S GUIDE
THE FINAL CHAPTER!

DONKE
COUN
DIDDY'S K

The final boss is almost in sight and the NMS Donkey Kong 2 guide is nearing its conclusion! Over the past months we've taken you through the ghastly Gangplank Galleon, went krackers in Krazy Kremland and we were knee-deep in K.Rool's Keep. Now grab that Diddy's Kong Quest cart, and go kick K.Rool's reptilian butt back from whence it came. See you later, alligator!

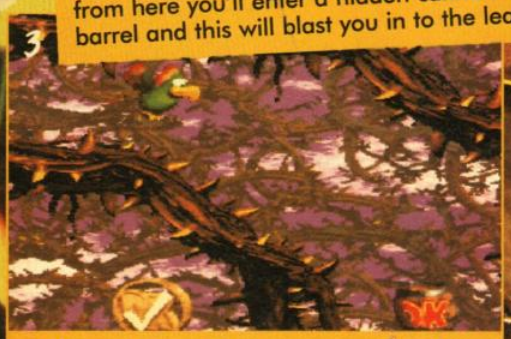
Before you start on your final quest, turn to the Nintendo Help System to find out how to gather all 75 Krem coins. This will enable you to pay the toll fee so that you can access all of those vital, hidden Lost World areas.

THE FLYING KROCK

SCREECH'S SPRINT

At this platform, throw your partner up to the ledge above. Grab the cannonball and pop it in the cannon to access the bonus round.

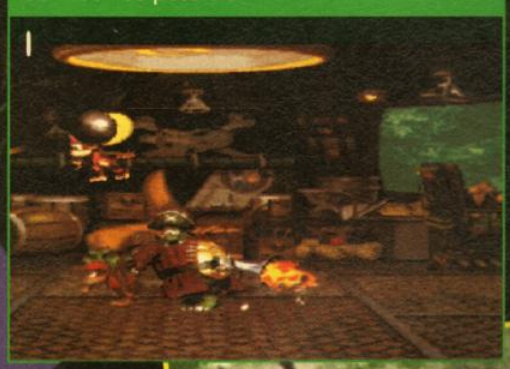
Just after the letter K, fly through the gap, from here you'll enter a hidden cannon barrel and this will blast you in to the lead.



At this point, you'll see an arrow made from bananas pointing downwards. Fly through the gap located at the top-right corner to find the Hero Coin.

K.ROOL HIMSELF

The aim here is to avoid K.Rool's attacks and wait for the cannonball to appear. Pick up the cannonball and wait until K.Rool's Blunderbuss weapon starts to air inwards. Now throw the cannonball into the barrel of the gun and this will cause the Blunderbuss to backfire damaging K.Rool.
TIP! Try to stay in the centre of the screen as much as possible.



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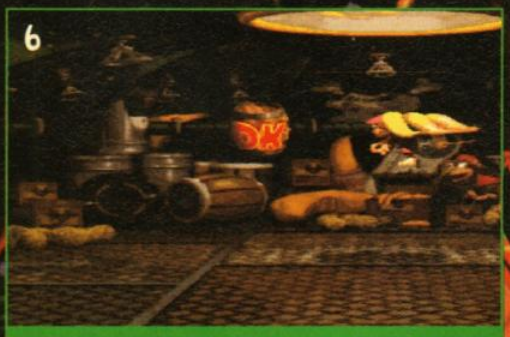
KONG 2 QUEST

Once you've thrown the cannonball into the Blunderbuss, K.Rool will spark twice and then on the third spark the cannonball will shoot back out at you.

The trick here is to stay between the spiked balls and jump over K.Rool as he charges at you. Once you have done this three times, one of the ball's spikes will disappear, allowing you to pick it up and throw it into the gun.

Once K.Rool has been knocked down, he'll get up and start firing cannonballs at you. Wait for a barrel to come out of his gun, then jump on this to release a cannonball. Now throw the ball into his gun.

To avoid the swirling cannonballs, try to stay as close to K.Rool as you can because you can still be caught by a ball floating behind you when you move back.



As soon as you jump over the three puffs of smoke, K.Rool will start to move towards you. As he passes you he'll start to disappear, so once he has completely vanished, switch over to Dixie and as soon as you hear him coming, jump in the air and hover until he passes. Note:You will probably have to sacrifice one of the two chimps in order to defeat K.Rool, my advice is to control Dixie as her hover ability will get you out of sticky situations.

As explained in NHS, to enter each level costs you 15 Krem Coins. So to get through all of the Lost World you'll need to activate the cheat and gain 75 Krem Coins.

THE LOST WORLDS

JUNGLE JINX

LOCATION - CROCODILE CAULDRON

At the start of the level, jump into the top-left corner and collect a bunch of bananas.

At this point, throw your partner up over the two Zingers to collect a Banana Bunch Coin.

Use Dixie and fly left past the letter O into a Bonus Barrel. Now the Hero Coin is accessible.

BLACK ICE BATTLE

LOCATION - KREM QUAY

At this point move up the slope which is on the right, then helicopter-spin left over the Zinger to the ledge. Avoid the life snatching Klobber and then collect the two Life Balloons.

At this point travel up the slope to your right, avoid the Klobber and collect the Life Balloon contained within the chest.

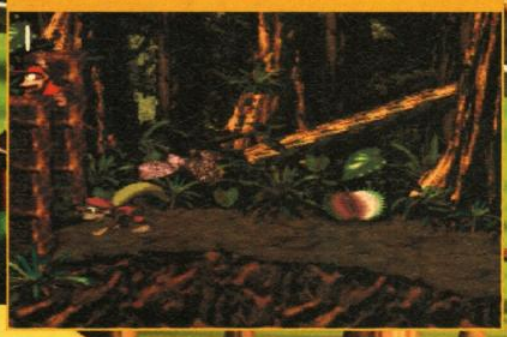
When you reach these ice walls, drop down the chute on your far-right and collect a Banana Bunch Coin.

Once you've the cannonball, travel down the slope, passing the Klampon's, until you reach the position shown. Dispose of the Zingers using the cannonball and carry the ball to the end of the path. Now jump into the cannon.

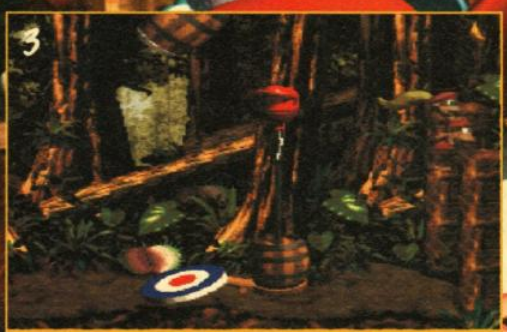
KLOBBER KHAOS

LOCATION - KRAZY KREMLAND

At the start of the level, jump up to the top-left corner of the screen to collect a hidden Banana Bunch Coin.



When you reach the first yellow Klobber, jump to the highest platform and collect the letter K.



At the end of the level, throw your partner up at the banana in the top-right corner. Here you will enter a bonus round where you'll be able to collect the Arcade Coin.

FIERY FURNACE

LOCATION - GLOOMY GULCH

This is pretty easy stuff for highly trained chimps that have got this far in Rare's banana-'em-up!

At the start of the level, jump up into the top-left corner to collect absolutely oodles of bananas.

Once you reach the platform with the two Cat O' Nine Tails guarding the area, move to the highest point and you'll find the letter G.

Let Cat O' Nine Tails throw you into the air and enter the Bonus Barrel. In here you can nab the Arcade Coin like a cheeky chimp.

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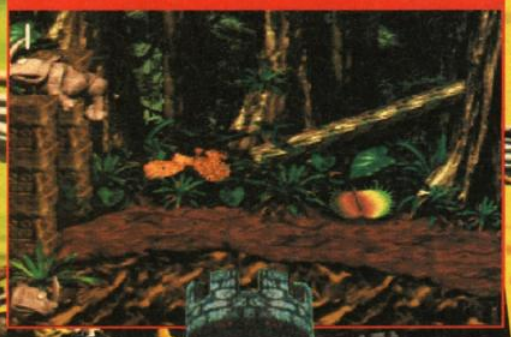
ANIMAL ANTICS
LOCATION - K.ROOL'S KEEP

At the start of the level jump up to the top-left corner to find a hidden DK Barrel.



Once you've transformed onto Enguarde, swim straight to the bottom of the screen. Now swim left through the wall to collect the letter O and some bananas.

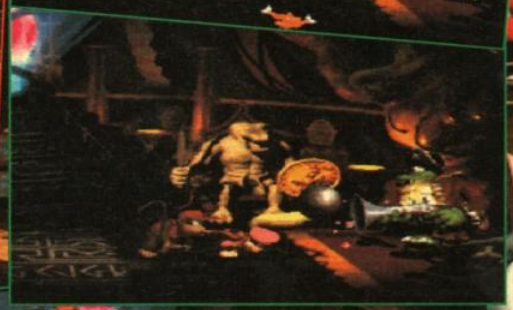
Once in Squitter's section, jump into the top-left corner to collect some bananas.

When you reach the barrel with the arrow on it, travel over it and onto the ledge above. Here you'll see a Bonus Barrel containing a Hero Coin.

Here, kill the two Zingers and then fly through the vines behind the – you'll find some well-earned goodies.

FINAL BOSS
LOCATION - K.ROOLS KEEP

Nothing much I can tell you here that'll help too much as this final battle will take every bit of platforming skill you possess! Try and stay in the middle of the screen and avoid K.Rool's final onslaught. Now hold tight until a barrel is fired at you. Jump on it and throw the cannonball at K.Rool and you've completed the game. Hooray – Kong is free and you can go home!!



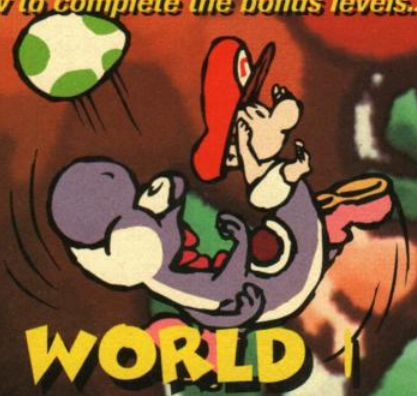
I FEEL VINE!

Yep, if you've reached this point you'll have seen the ultra-groovy ending and will now be wending your way back to the tree-house for a nice big bowl of bananas and custard. Fair well until the next time we take to the trees!

SUPER MARIO WORLD 2 YOSHI'S ISLAND

PLAYER'S GUIDE THE BONUS LEVELS

With all six worlds completed, all that's left to do is wander around the six bonus levels which are revealed when a perfect 100% score is achieved on each level. And since we've told you almost every single fact about everything else, we might as well go the whole hog and tell you pad pummellers how to complete the bonus levels...



WORLD 1

POOCHY AIN'T STUPID

The object of this level is to ride Poochy across the level. Remember, once Yoshi is on Poochy you control him, so if you're about to run off the screen press the opposite direction on the control pad and Poochy will change direction.

To get the first two flowers it's easier to be stocked up with eggs and fire them as the flowers are quite tricky to touch. At the green cannon, Yoshi has to bounce off a bomb and jump up to the top of the screen to collect red coins. As Yoshi drops down make sure you collect the flower before landing on Poochy who should be waiting for you.

Go right and head up and back down the rocky mountain. As Poochy drops back into the lava fire an egg to the right to hit the red coins in the middle of a rotating spiky pole. If you have no eggs it's down to precise timing to wait for the end of the pole to go past. Now stop in the middle, jump up and get moving before the other end of the pole hits you. Continue right before jumping off the ledge to the right and hover as Yoshi falls to get the remainder of the red coins.

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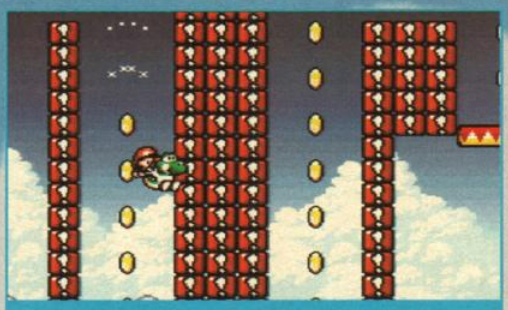
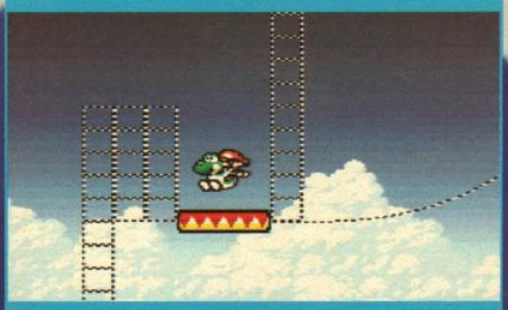
WORLD 2

HIT THAT SWITCH

Everything is out in the open for this level but there's a set route that has to be followed else Yoshi will fail to make the next section of the level. Head right and jump onto the first red switch. Now stay on the platform until Yoshi reaches the second switch and jump onto it as the platform comes back.





Jump onto the switch and then onto the spring arrow next to it. Follow the path to the right. Jump onto the moving platform and jump again onto the ledge above. Bounce on the spring to get over more blocks. Don't jump down to the platform until the switch block timer runs out and the red blocks disappear. Land on the platform and ride it to the goal ring.

All the flowers are in the open but they're in difficult places to reach. Stand on the rotating platform just before the wall, then jump and hover under it. As soon as you reach the next rotating platform jump up quickly and hit the flower. If Yoshi jumps high enough he gets taken to a secret area containing Time Stars.

The platform flies to the right and Yoshi has to jump onto a small red platform. Ignore the spring ball and jump to the next platform and onto the second spring ball. This takes you up through a flower and on top of another section of red blocks. Walk left to find the third red switch. Run along and onto another platform, ducking under the low red walls. Jump over a couple of Red Piranhas before springing onto another platform containing the fourth switch.

WORLD 3

MORE MONKEY MADNESS

At the start of the level collect the red coin from the Shy-Guy. Walk right and pound the second stump into the ground. All except one of the red coins are out in the open. The exception is found just to the right of the fourth flower and is hidden by another Shy-Guy. You must hit him with an egg and catch the coin with Yoshi's tongue as it falls.

To get the second flower stand to the right, fire an egg at the stump to the left – it'll rebound and hits the flower. When getting the fourth flower make sure you jump quickly, else the wall pushes Yoshi to the depths of the level and instant death! Walk under the goal ring and shoot an egg at the final flower before jumping through.

WORLD 4

THE IMPOSSIBLE MAZE

Head down to the bottom-right and go into the tunnel. Jump up onto the ledge above for a flower and two red coins before walking round to the left and heading up for another flower and four more red coins before exiting the section.

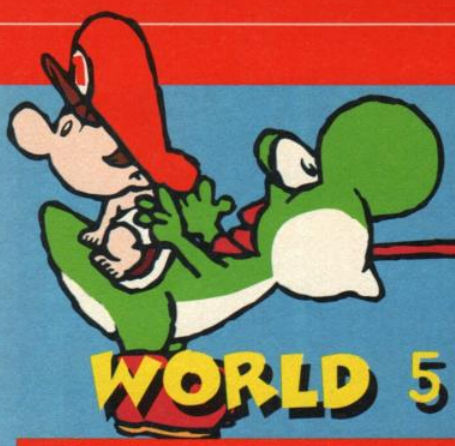
Go to the bottom-left and enter the tunnel below the red and white blocks. When you exit Yoshi comes out by a crate. Ignore it for now and jump to the right. Drop down the gap to the right of the arrow for some more red coins. Now head down to the bottom-left and take Yoshi back to the wooden crate.

Once again Yoshi comes out the tunnel by a crate. Slide the crate towards the bottom-right, but this time it'll land on a platform before the bottom of the screen. Slide it to the right so it lines up with a tunnel which is halfway up the wall. Yoshi can use the crate to enter.

Morph into the helicopter and fly to the top of the screen, collecting the red coins as you go. Upon exiting, collect the two flashing eggs. You now have the option to either carry these to the exit or shoot them at enemies. The flashing eggs count as two red coins so if you do fire them make sure you hit something! Waste not, want not!

Slide the crate down to the bottom-right. Now sllide it to the right and Yoshi can use it to reach the higher ledge. Shoot an egg off the wall to hit the coins and the flower. Enter the tunnel and use the Mole Tank to reach the top of the screen and some red coins on the way up.

Walk towards the water and wait for a wooden crate to appear. Follow it down and to the left and it eventually lands on a ledge with another entrance halfway up the wall. Enter the tunnel and let the water carry Yoshi and make sure he ducks under the wall. Jump up on the ledge to the right and continue to the Goal Ring.



WORLD 5

KAMAK'S REVENGE

NOTE: Watch out for Kamek occasionally flying across the screen. Once again pretty much everything's out in the open, but the first thing you have to do is get the key by rolling the rock of the stump. The first section is quite straight forward, but things get tougher as Yoshi reaches the red switch. Jump on it and run across the red platform. Ignore the flower and concentrate on the two flying Shy-Guys. Once you have the two red coins run to the right and there's another red switch to re-activate the platform. Now go back and get the flower.

Go through the Continue, enter the locked door and collect your skies. Timing is essential if Yoshi is to collect all the coins and flowers while on the piste. A good tip is to jump just after the red direction arrows, but be warned this doesn't apply when you're next to a large rock.

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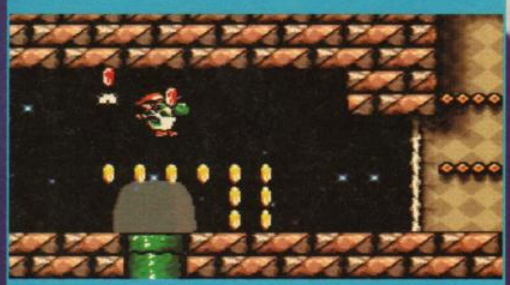
WORLD 6

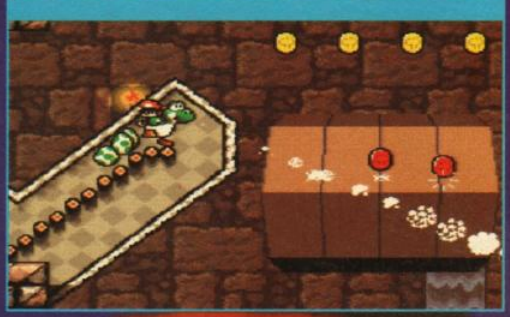
CASTLES-MASTERPIECE SET

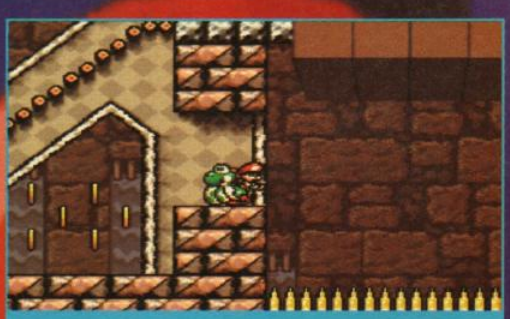
The first section is relatively straightforward – just make sure Yoshi collects the red coins above the large nasty that shrinks when hit with eggs. In the second section Yoshi can choose either to fire eggs at the red coins situated across the middle of the rotating platform or to jump and hover through them.

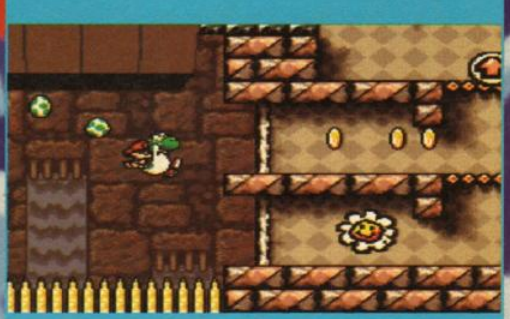
In the second ski section Yoshi goes through lots of gold coins before dropping down five ledges. When you're on the fifth ledge jump to reach a slightly higher platform and a red coin. Jump twice in quick succession to collect another red coin and a flower. Continue to ski right and when just past the halfway-point of the large cloud jump to collect the last of the red coins in this section. Continue right and jump off the edge of the cliff.

As Yoshi falls he drops into a helicopter morph. Watching out for the baseball players, head straight up and collect three red coins. As soon as Yoshi has the third coin fly left and you should see a flower with another helicopter morph next to it. Go into both and carry on left, dropping slightly. The last of the red coins are on the wall by the baseball players. Head up to find another helicopter morph and fly across to the right. It's now a race against time to reach the Yoshi block. Don't forget to grab the last flower as you fly down under a large block and head back up again.









Go through the second set of flippers and head up to the rotating platform. Drop down to the left and land on the small gap in the wall. Walk left to get the red coins to the right of the stairs. Now go back right and jump over the spikes to collect more red coins and a flower.

Go through the Continue and enter the door. Quick jumps are needed to get through the first section else Yoshi gets crushed by the spikes. Look out for the two red coins situated in the middle of the platforms! Once on the other side a lift takes Yoshi to another section of platforms and spikes. This is an ideal time to use the melons you may have stored – the seeds destroy the spikes so Yoshi can simply walk across the bottom of the screen.

Once on the lift, duck down and the baseball players should miss. On the other side hover, pound down and everything should miss you. Now exit the stage and swim under the spikes before a platform carries Yoshi off to the Goal Ring and through the rest of the red coins.

ISLAND LIFE...

That's it gamestrels, there is no more. We've shown you just about everything there is to know about Yoshi's Island, Baby Mario is safely back in Mama's arms, you have the power to get 100% on every level and you can even stroll around the bonus levels. Isn't life sweet!?

WWF WRESTLEMANIA

PLAYER'S GUIDE

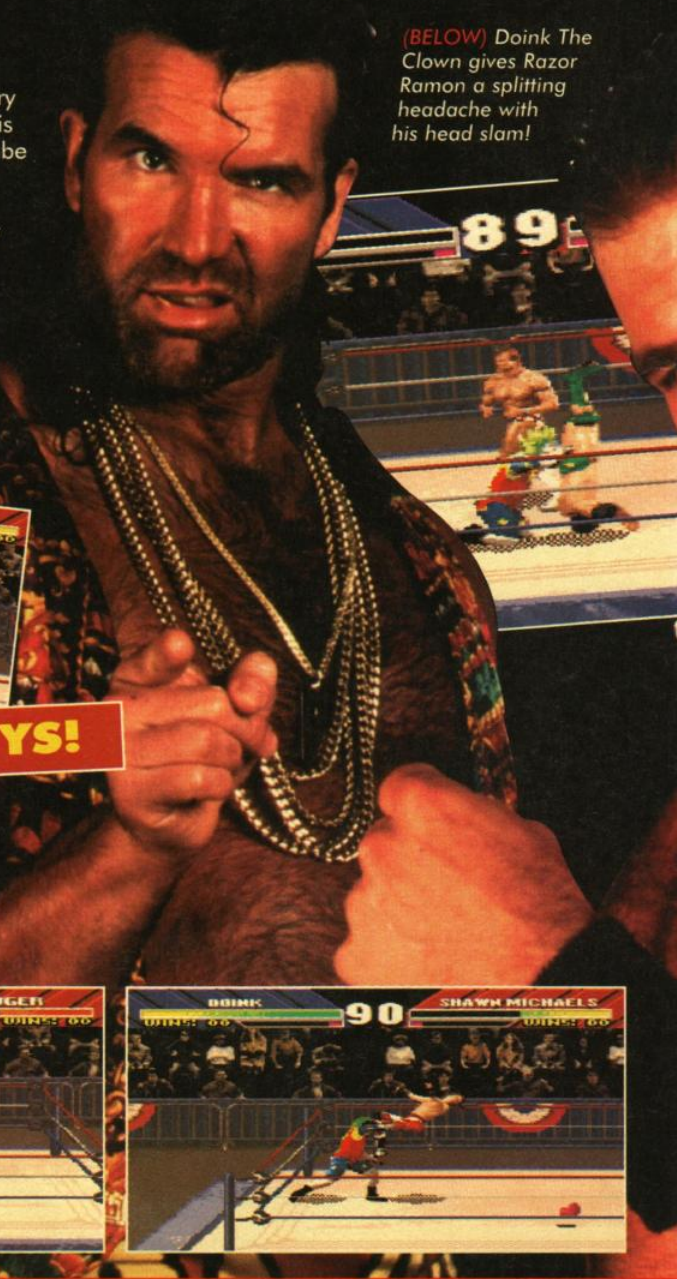
NOTE!
The moves that we have printed are those that have not been listed in the WrestleMania manual. Any that may be featured are purely because they go to make a combo.

Oh yeah! It's time to don your wrestling suit, adopt a stupid pseudonym and generally act macho. Gentlemen, this is a contest decided by two falls and a submission. In the red corner... the undisputed king of tips... the galactic games guru – The Cosmic Cracker. And in the blue corner... all the way from Acclaim... probably the best wrestling title to appear on Super NES – WrestleMania! Ding! Ding! Let the bout begin!

THE ART OF THE SUPER COMBO...

You may find it hard to fully understand how the super combos are activated, so I'll try to explain as best I can: Let's take Razor Ramon's 24-hit combo as an example. This is performed by the following moves PP, P, K, PK, PP. However, your combo meter must be flashing and you now you must have locked your opponent in a head hold (Toward, Toward will perform this).

Now quickly tap **Power Punch** – this starts the combo with a series of punches. Now as soon as this starts quickly tap **Punch** and this will cause Razor Ramon to kick his opponent. Once the kicking has started tap **Kick** and this will start the Slicing Motion. Follow up by tapping **Power Kick** and this will start the Rug Shaker move. Now just keep hitting **Power Punch** to repeat the move.



(BELOW) Doink The Clown gives Razor Ramon a splitting headache with his head slam!

KEY TO ABBREVIATIONS

T	Towards
A	Away
D	Down
F	Forwards
PP	Power Punch
P	Punch
PK	Power Kick
K	Kick
QCT	Quarter Circle Towards
QCA	Quarter Circle Away

LET'S MEET THE GUYS!

DOINK THE CLOWN

Non-Listed Moves

Joy Buzzer	Charge P for three seconds, release.
Boxing Glove	Punch P quickly.

Moves In Head Lock

Face Slam	D, D+PK then tap K to repeat move.
Joy Buzzer	QCT+P.
Hammer	T, T+PK then tap K to repeat move.

Super Combos

19-hit	PK, PP, P, PK, K.
18-hit	PP, PK, K, P, PP, PK.
16-hit	PK, PP, P, K.

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(ABOVE) *Well Doink, I did warn you not to get on the wrong side of the Undertaker.*

THE UNDERTAKER

Non-Listed Moves

Neck Choke	QCT+P.
Grim Reapers	QCT+K.
Dizzying Reapers	QCA+K.
Tombstone Smash	T, T+PK then tap K to repeat move.

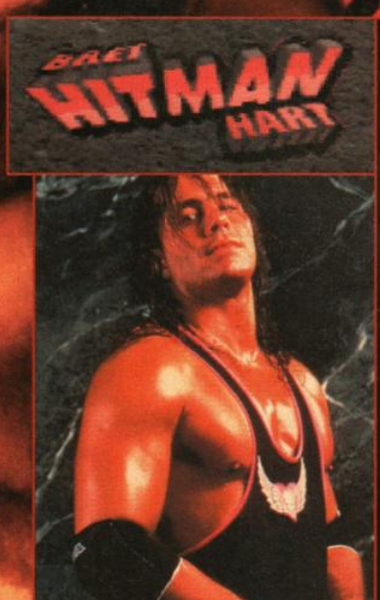
Moves In Head Lock

Tombstone	D, D+PK.
Multi-Slam (Neck choke only)	D, D+K the tap P to repeat move.

Super Combos

21-hit	PK, K, P, PP, PK.
17-hit	PK, K, P, PP, PK.
17-hit	PK, K, PP, P, K, PK.
14-hit	K, PK, PP, P.

(BELOW) *Oi, mate – careful with that giant can of shaving foam! Aaaiiee – too late! We're done for!*



BRET "THE HITMAN" HART

Non-Listed Moves

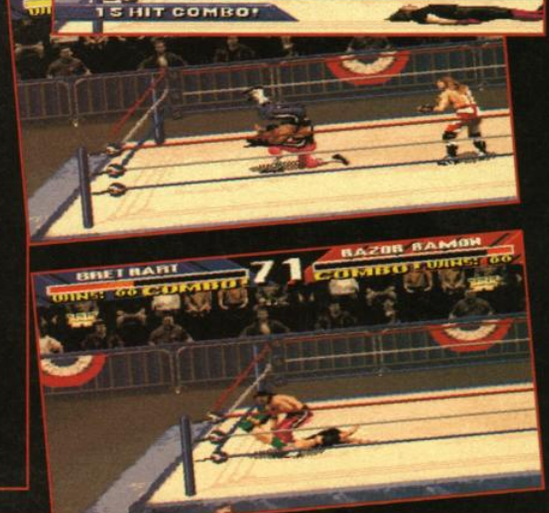
Sharpshooter	PP (next to floored opponents feet).
Lunge Kick	A, A+PK.
Flying Bulldog	Run then PP next to opponent.
Drop Kick	Charge PK then release.

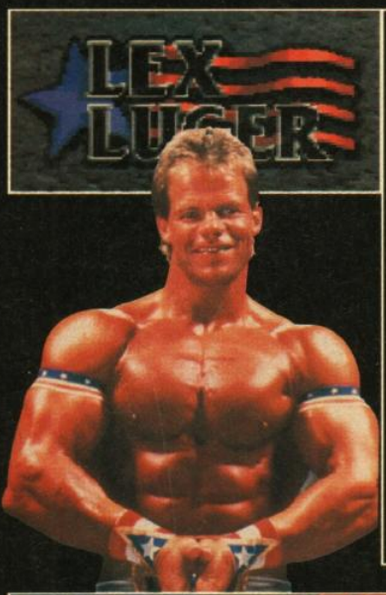
Moves In Head lock

Multi-Face Slam	QCT+P then tap P to repeat move.
Neck Break Slam	T, T+PP.

SUPER COMBOS

16-hit	PK, PP, P, K, PK then tap P for extra hits.
16-hit	PK, PP, P, PK, K, P, PP.
13-hit	P, PP, P, K, PK.
12-hit	P, PP, PK, K.





LEX LUGER

Non-Listed Moves

Mace Smash	T, T+PK then tap K to repeat move.
Power Grab	PP+PK.

Moves In Head Lock

Elbow Smash	D, D+PK.
Mace Smash	T, T+PK then tap K to repeat move.

Power Grab Moves

Over Head Throw	U+PP (If near ropes, your opponent will be thrown out of the ring).

Super Combos

19-hit	PK, K, P, PP, PK, BLOCK.
17-hit	K, PK, PP, P, K.

OTHER STUFF

To activate random select, press **UP** and **Start** when on player select screen.

To power-up your player while right in the middle of a bout, roll the D-Pad 720° away from your opponent (i.e. rotate full circle twice). **NOTE** This can only be done once per match!

SHAWN MICHAELS

Non-Listed Moves

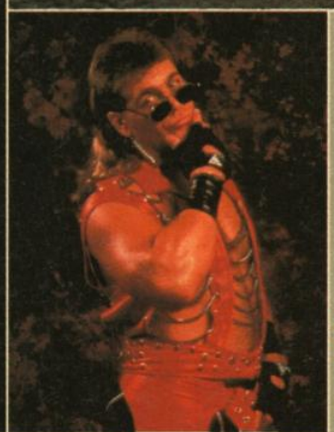
Back Suplex	Charge P then release next to foe.
Drop Kick	Charge PK.
Frankensteiner	T, T+PK.
Multi-Stomp	Run then hit K four times over opponents body.

Moves In Head Lock

Face Slam	T+PP.
Multi-Face Slam	T, T+K then tap PK to repeat move.
Frankensteiner	T, T+PK.

Super Combos

20-hit	K, PK, PP, P, BLOCK.
17-hit	P, PP, PK, P, BLOCK.
17-hit	P, PP, PK, K, BLOCK.
16-hit	K, PK, PP, P.



(RIGHT) Shawn Michaels takes off with his super powerfull bum burp! Poo!

(RIGHT) Ah, so this is what a drop kick looks like.
(BELOW) Shawn Michaels here, demonstrating some new ideas for his workout video.

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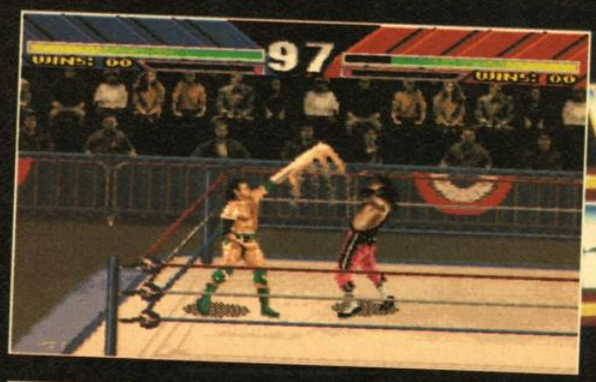


RAZOR RAMON

Non-Listed Moves

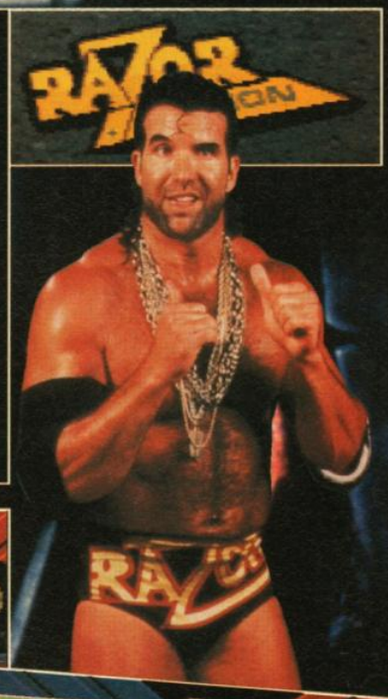
Quick Slice	QCT+P
Dashing Slice	Charge P
Rug Shaker	T, T+K then tap K to repeat move.

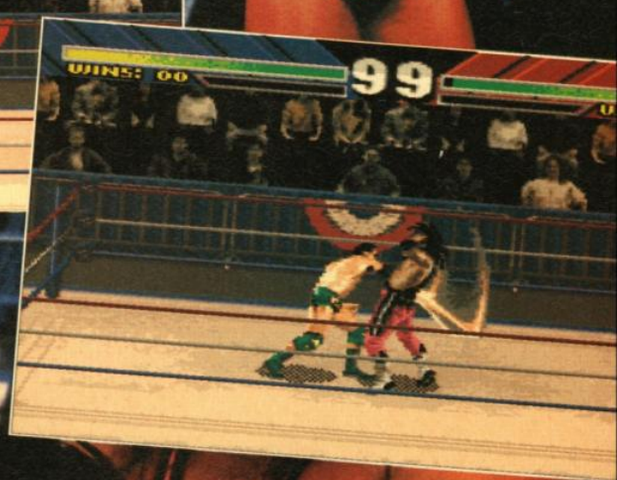
Moves In Head Lock

Rug Shaker	D, D+K then tap K to repeat move.

Super Combos

24-hit	PP, P, K, PK, PP.
21-hit	PP, P, PP, PK, K, PP.
21-hit	PP, P, K, PP.
16-hit	K, P, PP, PK, K.





(ABOVE) Razor Ramon is giving Bret Hart a close shave.

RING OUT!
That's yer lot punters. The shows and the throws are over, so if you could all leave your seats and depart by the nearest available exit. Until next time, grapple fans!

I'm one depressed amphibious mammal this month. I can barely bring meself to tell you, but I will 'cos I've gotta get it off my waterproof chest. You see, Seal fans, my pool filter's clogged up and it's gonna take months to fix. And I was really looking forward to sitting around my pool, shades on, chewing on a plate of anchovies while bikini-clad sealettes flipped across the water beaming fishy smiles at me. Instead I've got months of solitary confinement in Dave's bath to contend with! What am I gonna do? It's going to be bad enough just sharing conversation with the chubster, but the bath too!?!? I don't think I can stand it – just the thought's sending a shiver down me flipper! Anyway I'd better go: Dave's comin' and he's got a loofah! In the meantime send your stuff to: FREE FLIPPER-FACE FROM DAVE'S RUB-A-DUB-TUB!, Mailbag, NMS, 30-32 Farringdon Lane, London EC1R 3AU. And if you're lucky you might win a top OCEAN game for the most interesting letter or piccy...

SPLIT PERSONALITY?

Dear SEAL,
I'm [hissed] off! My brother is getting too much of the spotlight! I remember back in the 80s we'd share the credit for games, but now I'm told by Nintendo to, er, go away, just when they decide to release their N64! So I've been axed! Mario's getting all the limelight again and, to top it all, I don't even get a cameo role in Super Mario 64. So I'm going to SegaLand to team up with up Sonic unless I get the one thing Mario hasn't got – a copy of Addams Family Values! I (sniffle) really want (sniff-sniff) to outdo my bro – just once! Please! (Wah-boo-hoo-hooo!) Why is he so selfish!? P.S. Seal, remember! You still owe me a favour for when I covered up for you when you got drunk on salmon cider!
Your suicidally, Luigi, AKA Liam Browne.
SEAL: You, my son, have got a real problem. If you're Luigi then I'm Moby flippin' Dick! I'm tellin' you now the last thing the 'real' Luigi would do is defect to that dodgy 32-bit lot when he'll probably end up gettin' his very own N64 game one day. And anyway, who wants to hang around with a crappy spikey-haired blue hedgehog thingy with no future? Oh, and it wasn't salmon cider – I don't drink that canal water – it was good old lobster lager! Seal has spoken... (hic!)

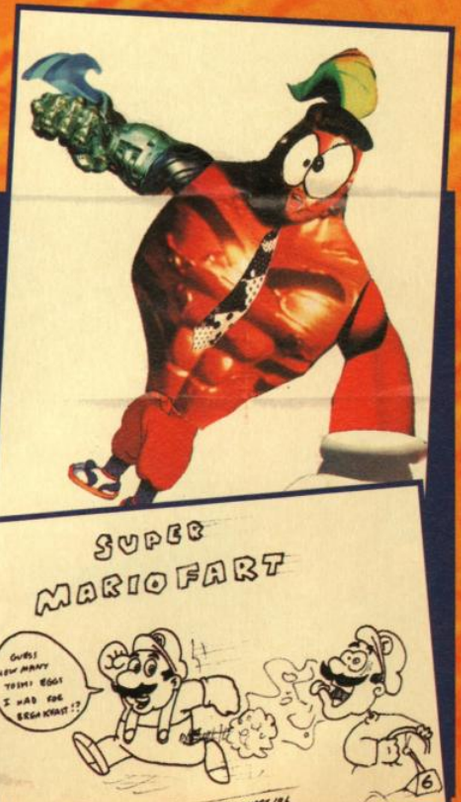
WORDS OF LOVE!!!

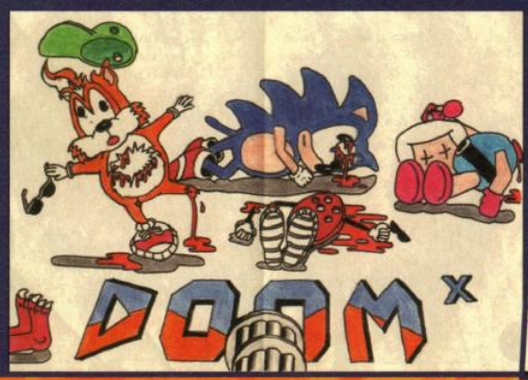
My dearest SEAL,
Sorry I forgot the Valentine but I still love you lots. I wanted to marry you on the 29th February and was waiting for the big moment to ask you, but didn't because I didn't want the rest of the animal kingdom to get jealous. Maybe we could have a few shrimps together? What do you think then, you sexy Seal of mine? We could go to a secret island – perhaps Yoshi could lend us his, now that Mario and Yoshi have saved it from those baddies? Perhaps we could visit Luigi's caves from Mario Is Missing? Then we could go to the Theme Park, have lots of fun and get sick! After that, on the way home, we could drop by Bomberman's house and invite him back to our secret island where Mario, Yoshi and Luigi are waiting with a fishy supper! Then we'd live happily ever after. The end.
Love June, Worcester.
SEAL: Yo, June! Give me your fin and let's paddle to our fantasy island. Once there I will croon you, oh June, by the light of the, er, Moon, and before soon we'll be on our honeymoon. Hey-eh! (Though I'm not too sure about inviting anyone else round or having shrimps – what we supposed to be doing with them? Eating them or adopting them.)

PICTURE THIS!

Dear SEAL,
Why do you look very cheesed off in the picture of you at the top of the page? Did you know that Sega and Sony make boxes of crap and flog them off for £300? I can't remember which amazing issue it was but do you remember when your buddies at NMS gave away that Street Fighter 2 player's guide on video? Well, I think you should do that again maybe with Killer Instinct or Doom. Once again keep up the good work!
Ben Brown, Acklam.
SEAL: (1) Mate the reason that I look so miffed in my picture is because of those bozos on NMS – honestly, a bigger bunch of non-aquatic arm-'oles you couldn't wish to beat! They're all pilchards of the highest order who are always dropping rubbish in me pool and forever trying to catch my fish! (2) Yes, I do know that certain other companies are producing, er, 'boxes' of a 32-bit nature for that much wonga. (3) And yes, I do remember our fab SF2

(BELOW LEFT) Lauren Pascoe from Banstead sent us this smart Donkey Kong cartoon.
(BELOW) Bomberman teaches a thug a lesson or two in Daniel White from Surrey's piccy.
(RIGHT) We don't what it is – but we like it! Cheers to Richard Parkes from Cannock for this!
(BELOW RIGHT) This is what we want! Mario has a spot of bottom bother in Ian Flockhart of Rathdrum's brilliant cartoon!





(LEFT) The Worms turn big-time in Ray Cooper of Dagenham's super-colourful piccy.
(BELOW) Paul Muir from Carnwath puts some Sega sad-cases out of their misery, Doom-style.
(RIGHT) Judge Dredd and his mates lay down the NMS Law, courtesy of Sam Bailey from Chichester.

guide 'cos it was my idea to produce it. Oh and ta muchly, but I am perfectly aware of the good work I'm doing.

THE TRUTH IS TR-OUT THERE!

Dear SEAL,
I'm writing to let you know that I'm here for you, because I know you were traumatised after that disgraceful letter in your February issue concerning someone sending big Al's men round to kick your head in. Don't take any notice of it, the person who sent it in was just provoking you. They won't rip your flippers off. I think your replies are brill and I'm getting all emotional just thinking about your lovely long nose, those gorgeous pecs and your yummy flippers.
Lee Westby, Shropshire.
SEAL: Crikey, it's letter after letter this month praising yours truly! And it's about time to. It's funny 'cos this is the first month where I've been paddling off to get the post – Dave normally opens it and I've got this nasty feeling he's been binning all my fin... I mean, fan mail! I reckon it's just 'cos he's jealous of my dashing good looks and beautiful fur. Well readers, it's time for a revolution! This is the last time that this will happen and soon the world will know how much I am truly loved – trouble is, I'm gonna have to buy a bigger pool just to fit my swollen head in! Oh, and don't worry about 'big Al' – he couldn't flip his way out of a wet tuna!

GINGERLY DONE!

Dear SEAL,
I am the mighty Ginger Ninja and, to be honest, when I want I can get pretty nasty. So why don't you make your life a lot easier and print my letter? I'm not blaming your magazine, it's Nintendo who I'm angry with for the N64 delays. I sold my sacred Super NES to raise money to buy one in April and now I have to wait until Autumn with no system to play on! To be honest I couldn't be more gutted if I tried. I'm sure I'm not the only person in this position and I think Nintendo should reimburse me with another Super NES or an import N64! What do you think?
Ginger Ninja, Buckinghamshire.
SEAL: Well, me old rusty assassin, I don't think much of your ideas at all! Don't take it personally but you must have been a bit of a prawn to sell your Super NES in the first place, as there's an ocean load of goodies still floating around out there. Anyway, what have you done with the cash that you raised from selling your old machine? On a positive note though, the N64 is worth waiting for, but until then you'll just have to practice your karate as the auburn warrior!

SEALED WITH A KISS!

To my dear Valentine SEAL,
I need you, Seal. I'm desperate for you! I love you and the way your orange body shines in the moonlight. I love the way you put a touch of humour in every letter. I would have asked you to dinner tonight, but I'm in hospital with a leg injury. The doc said if I do five hours of Nintendo gaming I'll be fine. But he didn't have a game, so you're my only chance! You're one heck of a guy, so please send me a game so I can get better.
P.S. Sorry if the letter's late but the Arctic post never seems to hit the deadline!
All my love Sandra Seal, Arctic Circle.
SEAL: Well Sandra, methinks you're flickin' me flipper with this old crock o' cod! If you really and truly are my beloved Sandra seal, then why have you got yourself a leg injury? Unless my seal-sight's deceiving me and I don't know my own species – seal's do not possess limbs! Plus Sandra's not that type of seal, there's no way she'd proclaim her love just for a game. And I should know, I've tried flippin' everything from free fish to an all-expenses-paid swim in the Med. Own up – you're an imposter trying to pull the seaweed over me oily eyes! Stick it up yer arctic circle!

OCEAN PICTURE OF THE MONTH!

We couldn't believe it when we got this picture – it's superb! Talented Perry Harris from Bath wins himself a copy of Theme Park for his efforts.

ocean

SEAL'S MOST WANTED!!

Just so you lot don't get resting on your laurels and slacking off, here's a list of F-ins and Tr-outs to mull over until next issue. Like last issue I shall endeavour to reach the deep-end of the post-pool before Dave gets anywhere near it, so that I get all the top "Seal's cool!"-type mail. So until next month, keep your kipper clean and watch where you're dippin' your dorsal!

F-IN!!

- Which games you'd like to see as the three secret 'AAA' titles in development by Nintendo.
- The sort of games you'd like to see on the N64.
- Amusing Nintendo poetry.
- Funny cartoons or comic strips.

TR-OUT!!

- Those N64 delays.
- Slagging off Seal.
- Being nice to Dave and the lads.

Q&A

READER SYSTEM

What is the meaning of life? How long is a piece of string? Who put the 'ram' in the 'ram-a-lam-a-ding-dong'? Sadly, I don't know the answers to such weighty posers. However, if you've got any other questions pertaining to Nintendo and all its mighty doings, then chances are that I, Dave the all-seeing all-knowing Editor, can help. All you have to do is write 'em down on a scrap of toilet tissue (unused, preferably) and send 'em to me at: DAVE, HERE'S YOUR STARTER FOR TEN..., Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU. Come on, gimme your best shot...

Q MEGA CONFUSED!

Dear Dave,
(1) Will PAL games on the Nintendo 64 be slower than NTSC ones? In my local game store I played Daytona on a Saturn and it suffered from serious slowdown, and the reason given to me at the store was because it was a PAL game. Is this true or is the Saturn just crap?
(2) Will Nintendo 64 games suffer from ugly black borders like Saturn games?
(3) What happened to the Paradigm interview you promised us in your Issue 40?
(4) How come people still insist on buying Playstations and Saturns?
P. Ojala, Sweden.

A ***DAVE: (1) The difference between PAL and NTSC has always caused video gaming problems. For those who don't know, PAL refers to the technique used to generate pictures on UK tellies, and NTSC refers to a similar technique used on American tellies. Basically, the main differences between the two are that PAL tellies update the screen 50 times per second but give a high-quality picture, while NTSC tellies update the screen 60 times per second and give a slightly lower-quality picture. Because of this, games running on UK tellies are sometimes slightly slower than their US equivalents, although good programmers will usually take the time to adjust the code to make up for it. So what you were told is true. However, the Saturn is still crap. (2) The black border problem happens in many Super NES games too, and is also a result of the PAL/NTSC differences. Your TV screen is made up of hundreds of horizontal lines, and PAL tellies have more lines than NTSC tellies, thus creating a better quality picture. The problem so far as games go is that it takes more CPU processing time to fill up that extra picture space and this can result in serious game slowdown, so often developers leave in black bars to keep the game's speed up. Luckily the Nintendo 64 is incredibly powerful, so hopefully developers will have enough spare horse-power to give us full-screen games. (4) Sadly, it's been put on hold for a few months because of Nintendo's all-pervading cloud of secrecy surrounding its forthcoming N64 titles. However, with Pilotwings 64 due for release with the N64 in Japan, we plan to visit Paradigm in the near future and bring you a full report on its development. (5) Because (depressingly) there are a lot of sad, impatient, stupid people out there.***

Q IT'S NOT SQUARE, ER, FAIR!

Dear Dave,
(1) I am disgusted that almost every games company (i.e. Squaresoft) has dumped the N64 and is producing games for other systems. I think that Nintendo are the best games company in the world, but will the N64 be worth the wait if all the other companies involved abandon Nintendo and leave it on its own?
James P., Berkhamsted.

A ***DAVE: (1) Hang on, James – Squaresoft is hardly 'every games company'! Indeed, hardly a month goes by without yet another big company signing up to join the 'Dream Team', such as Ocean last month. And I wouldn't worry too much about Square allegedly 'deserting' Nintendo – I've got a feeling they'll be back once the N64 is released. Believe me, once the N64 starts shifting like hot saki in Japan everyone will want a slice of the action!***

Q THIS IS A LOW...

Dear Dave,
(1) I was thinking about getting a Japanese N64 this Summer. Would it work out cheaper than £200 and will English games work on it with or without a converter? What about an American N64, as my sister is going over to the States in the Summer?
(2) When the N64 is launched over here does that mean all the games released in Japan over the Summer will be available here too, like Super Mario Kart R and Super Mario 64?
(3) Will ISS Deluxe, Earthworm Jim 3 and Toy Story come out for the N64?
(4) What's the worst looking game on N64?
(5) Do you know of any other 4-player games other than SMKR?
Ronan Tiernan, Ireland.

A ***DAVE: (1) A Japanese N64 would be cheaper to buy but you'd probably have to pay a hefty import tax to get it home, so overall it'd end up costing much more than £200. It's almost definite that you'll need some sort of converter to play English games on a Japanese system. And the same applies if you buy a US machine. (2) I don't think ALL the games will be available at launch, but there will certainly be more released than in Japan. (3) Yes, who knows? and no. (4) We haven't seen a duff-looking N64 title yet! (5) Kirby Bowl 64 is supposedly 4-player, as is Wave Race 64, and there's bound to be plenty more in the near-future.***

GISSA JOB!

Dear Dave,
I'm really sick of doing boring jobs like working in supermarkets as there's no future in it for me. I love playing video games and I would like to get into computer games development as a career. I have some questions about this, please could you answer them:
(1) I think becoming a games tester would be a good start. How could I get a job testing games for Nintendo and how much would I stand to earn?
(2) Would it be a good idea to do courses on computing or computer graphics/animation at college? How many years would it take to become a good programmer?
(3) If I developed a game at home and I thought it was good enough for the N64, how could I go about getting it published?
(4) How much does a programmer or computer animator earn for developing a game? Could you become an instant millionaire by selling a game you developed?
(5) Which computers would you need to develop a game at home? How much would they cost, and what software would you need?
(6) Lastly, any chance of seeing an improved Wolfenstein 3D on the N64?
Wayne McKenzie, Kensall Rise.

DAVE: (1) Becoming a games tester is an excellent way of gaining a foothold in the games industry. However, be warned that it's very hard work and not all that well paid either. Although the idea of playing games all day, every day, may sound appealing, in practice it can be very, very gruelling – imagine spending a whole week playing the same level of a game over and over again, investigating every tiny nook and cranny, in search of bugs or glitches. As for working at Nintendo, that's not really feasible – their games are tested in the US and Japan. You'd be better off applying to UK-based companies, such as Ocean, Acclaim, EA, Virgin Interactive, etc. (2) Before devoting your whole future to games development, bear in mind that the software industry is quite small and there's a huge amount of competition for jobs. A college course in computing or graphic design/animation will take around 2-3 years to complete, and getting a degree still wouldn't guarantee you a job. If you enjoy computing and would be just as happy writing spreadsheets as games, then fine. Otherwise, think carefully! (3) Getting a game design accepted isn't easy. Game development is very costly, and unless you've got an established reputation it'll take more than some character sketches and a brief game outline for you to convince a company that your ideas are worth investing in. Ideally you'd approach a company with some sort of working demo to show the game in action. However, failing that you could send them a written document explaining how the game works, breaking down the action level-by-level and detailing how it differs from the other games of its type. Be warned, though, that unless your ideas are original, exciting and well-presented, you have little chance of avoiding the wastepaper bin. (4) Depending on your skill and experience you could expect to earn around £20-25,000 per annum. But unless your ideas are startlingly new, the actual likelihood of you becoming an 'instant millionaire' are small. True, it happened to the guy who wrote Worms – he created the game on an Amiga in his bedroom – but he's just one person out of millions of wannabes. (5) To do serious games development at home would cost a bomb! If you're that serious about getting into the business, take up a college course instead. (6) Who really needs Wolfenstein 3D when you've got Doom and Quake coming out?

(ABOVE) The N64, still the subject matter behind most of most of your questions!

SIZE THE DAY!

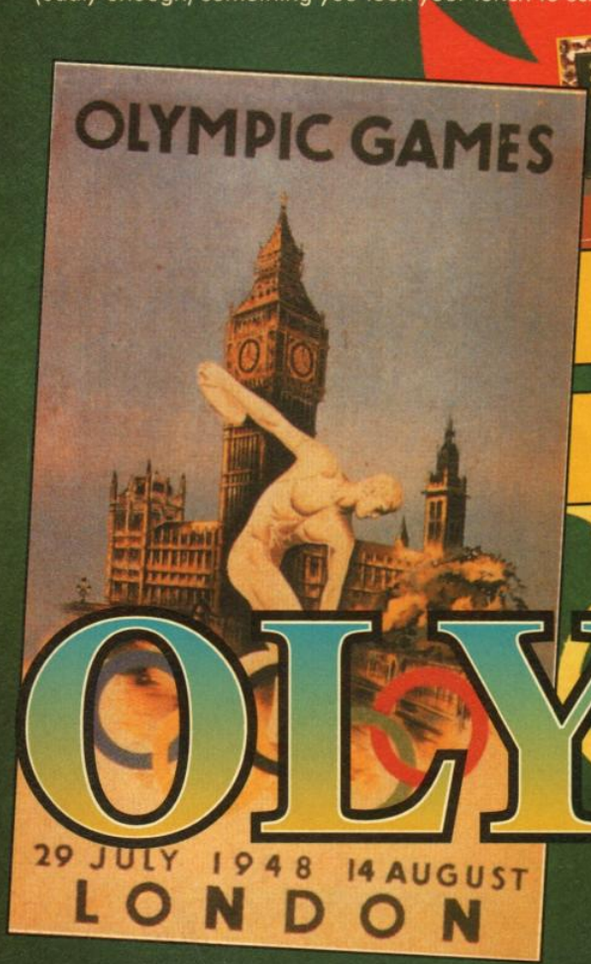
Dear Dave,
(1) You say that the maximum size of N64 carts is 32Mb – isn't that the same as some Super NES games like DKC2?
(2) If Nintendo say that they didn't use CD because of the access time, why are they bringing out the 64DD?
(3) Will Nintendo bring out any amazing 3D beat-'em-ups? (I think KI2 is crap because it isn't 3D.)
(4) Whatever happened to FX Fighter on the Super NES?
(5) Will Nintendo bring out any amazing sports games like Total NBA '96 and Actua Soccer?
(6) I heard that Sega are bringing out a 64-bit machine. Will this top the N64?
Omar Iqbal, Glasgow.

DAVE: (1) You're mixing up yer megabits (Mbit) and yer megabytes (Mb), chum! As explained elsewhere, a byte is equal to eight bits, so DKC2, a 32Mbit cartridge, is eight times smaller than the N64's 32Mb carts. (2) Nintendo doesn't like CD because you can't write data onto it and it's slow – the 64DD, in contrast, is writeable and able to access data twice as fast as its rivals. (3) KI2 is rubbish because it's not 3D!?!? Shame on you – you should know that it's gameplay that counts, not just looks (although we reckon KI2 looks fantastic). Anyway, to answer your question, it's rumoured that KI2 will be more 3D-ish on the N64, while Williams (the creators of the Mortal Kombat series) have Wargods, a Tekken-style beat-'em-up, in development. We also hear word from the rumour mill that Capcom might be developing Streetfighter 3D for the N64... (4) We... don't... know... (5) Yup – we've heard that Konami are working on ISS Deluxe 64, EA are doing FIFA Soccer 64, Acclaim have Big Hurt Baseball 64 in the pipeline... there's a list as long as your arm, basically. (6) Oh, are they? That's the first I've heard of it. There were rumours flying around that Sega were going to link up with Matsushita to launch a console based around the 3DO's 64-bit M2 system, but these appear to be false. And besides, everyone knows how well the old 3DO machine fared...

(ABOVE & BELOW) Super NES Doom was pretty awesome, but Doom on the N64 promises to blow all of its rival versions out of the slime pools!

Hurrah – it's Olympics time again! Yes, believe it or not, it's a whole four years since the last sporting cavalcade in Barcelona. Of course, the big problem with this Olympics is that it takes place in America, so it's a case of either stay up all night watching it and grabbing some sleep during the day, or reenacting the event by playing T•HQ's hot new sporting licence. And I know which I'd rather do.

The last time I ran around a track must have been on sports day in my last year at school – and as I remember I made a complete idiot of myself. Ah, those were the days. Everyone had to wear the same PE kit and those silly little coloured bands that came off the moment you started running. And it took eight minutes to run a mile and when you finished you'd spend the rest of the day collapsed in a sweaty heap. And you wouldn't be seen dead in lycra just to shave a few hundredths of a second off your fastest time, and a lunchbox was (oddly enough) something you took your lunch to school in.



GRAB YOUR TRAINI

THE SUMMER OLYMI

OLYMPIC SUMMER GAMES

GOING FOR GOLD!

Not since the days of Konami's Track & Field have we had a decent Olympics-style sports game. But that's all set to change as T•HQ prepare their fab-looking tie-in with the Olympic games taking place in Atlanta this Summer. Olympic Summer Games features ten individual events, including eight from the track-and-field program as well as clay-pigeon shooting and archery.

GAME DATA

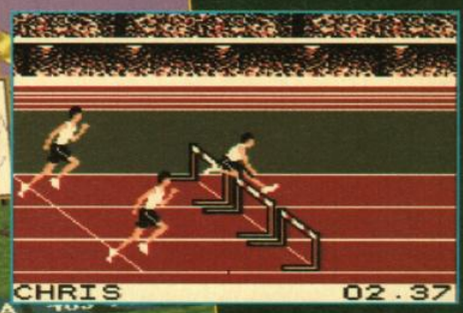
- GAME: OLYMPIC SUMMER GAMES
- BY: T•HQ
- RELEASE: MAY
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-4 PLAYERS
- CART SIZE: 8 MEG

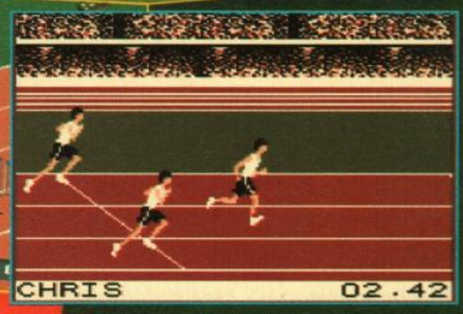
ERS AND GET READY TO RACE!!

PICS SPRINTS ONTO NINTENDO!!

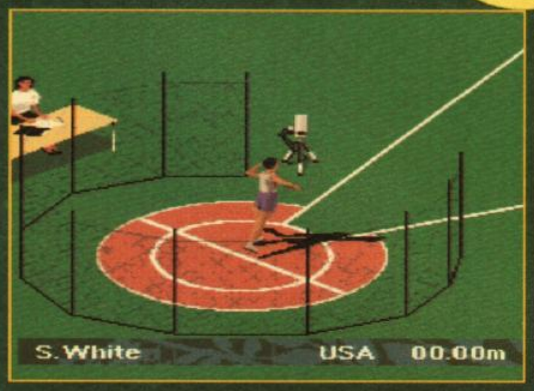
GET THOSE LEGS PUMPING!

Okay, it's time to get those fingers working as you put your feet into the blocks and wait for the starter's pistol to go off. The 100 metres is very straightforward – basically the faster you hammer the joypad buttons, the faster your sprinter will run. The 110 metres hurdles is very similar, although the player also has to use the D-pad to make their sprinter jump. Just count your blessings they didn't add the 1500m or you'd be tapping away for ever! Oh god, only another 2 laps to go...

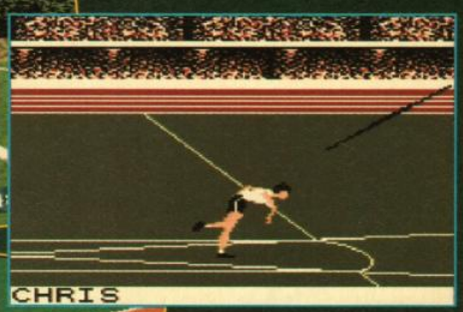




(ABOVE) Who was the fool who came up with the idea for the 110m hurdles? It's like the human equivalent of the Grand National!



(BELOW) He's making a run for it! Don't worry – I'll get him with my long pointy thing.

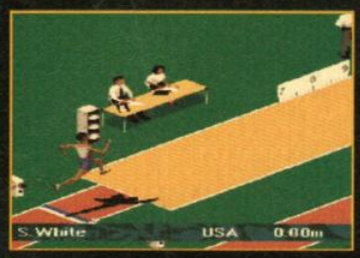


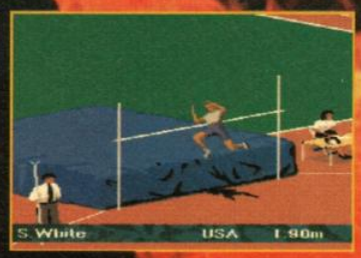
THROW A TANTRUM!

Now on to the throwing events, and we start with the discus. Anyone who can spin around several times and still throw the stupid disc deserves a medal in my book 'cos I can't ever remember throwing one forward. The javelin event is much more sensible, though take care you don't fall over before you're about to throw or you could seriously damage your chances of having kids in later life.

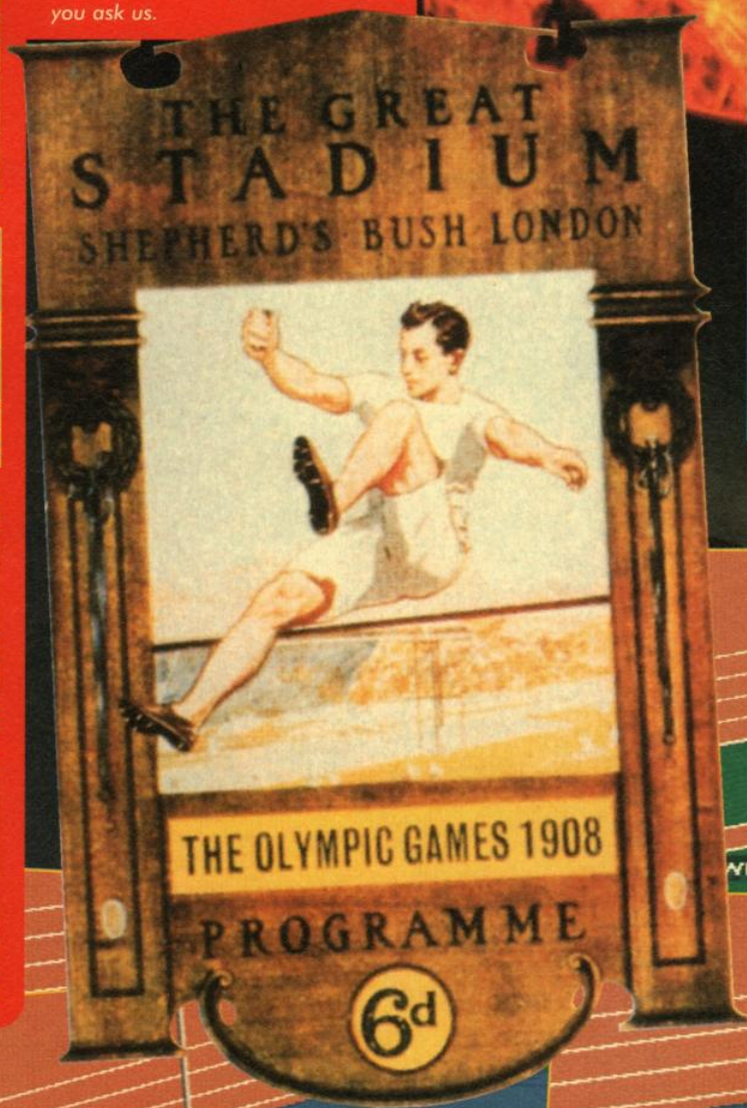
JUMP FOR JOY!

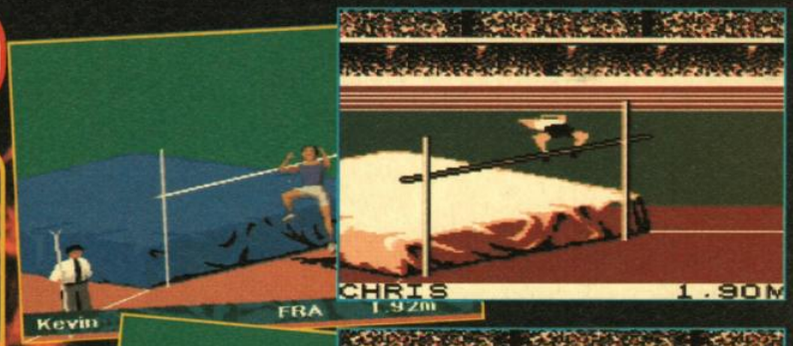
There are three jumping events to compete in. The first is the long jump in which you try to throw yourself as far into a sandpit as possible. The second is the triple jump, the ancient art of hopping, skipping and finally jumping (assuming your legs haven't buckled under the strain). The last event is not for people who suffer from vertigo – it is, of course, the pole-vault in which people throw themselves about 6 metres into the air using a stick that looks like it's about to snap any second. Are they mad or what?



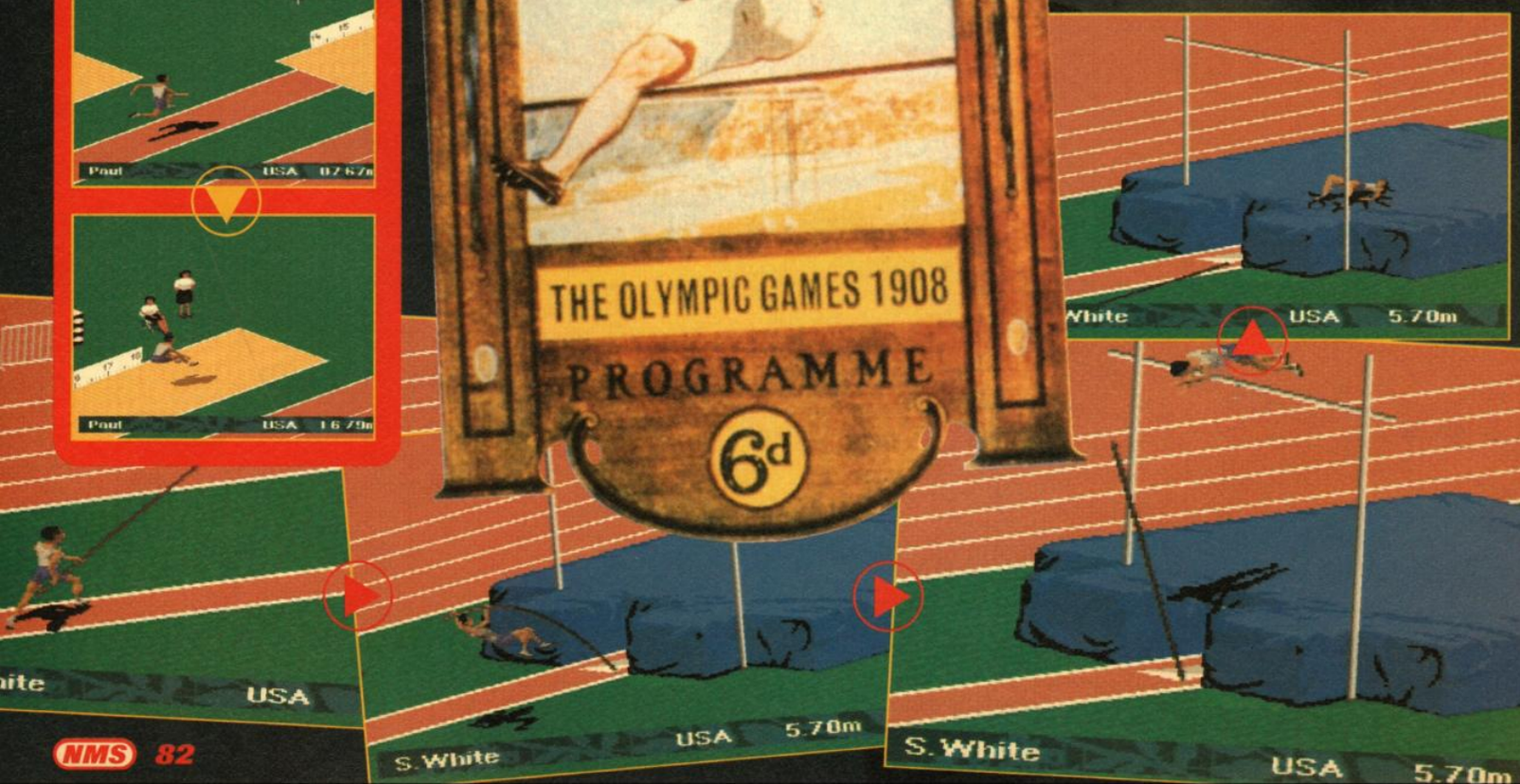


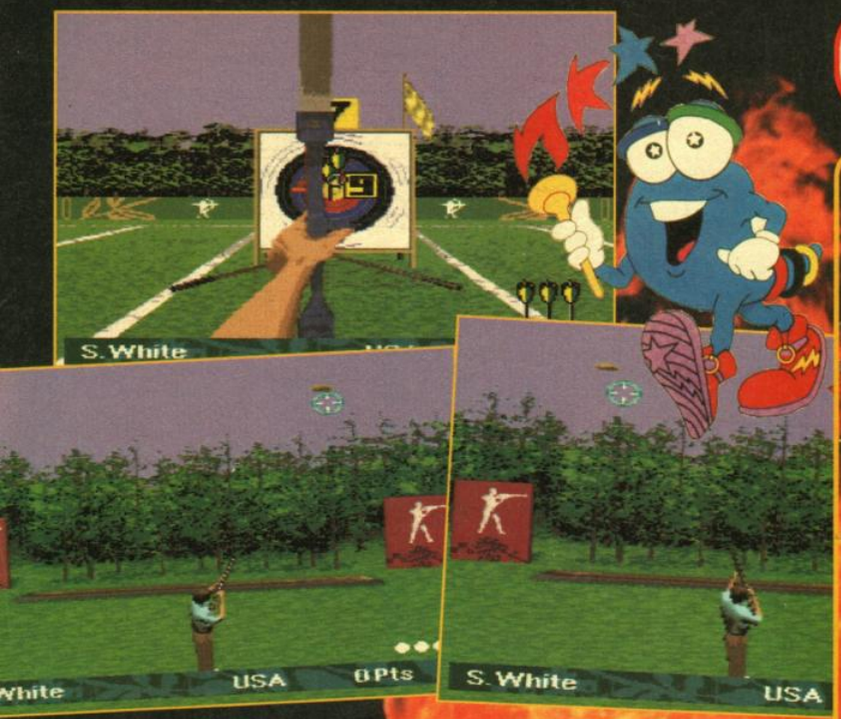
(LEFT) Oh yes, the triple jump. Another ridiculous pastime, if you ask us.





(ABOVE) Going for gold on Game Boy. Check out the quality of these action shots – pretty smart, aren't they?



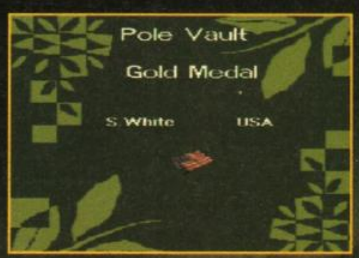


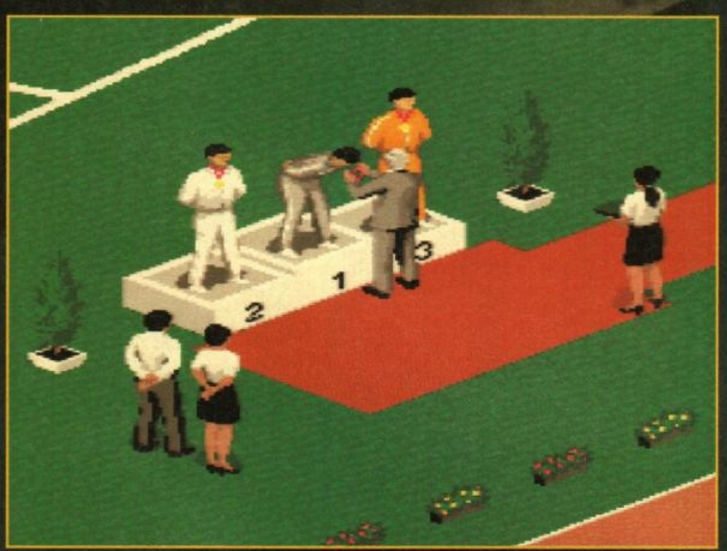
SHOOT THE PIGEON!

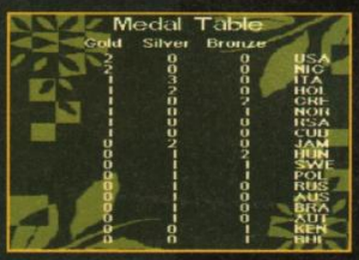
To add some sporting variety T•HQ have taken time out from the track-and-field and have included two shooting events. The first is Archery in which you have 60 seconds to fire six arrows. That may sound easy but as soon as the bow is pulled back the wind begins to take effect and you have to steady yourself before firing. The second is skeet shooting in which you fire six shots at clay pigeons. The problem is the clay pigeons fire out at random, so you never know where the next one's coming from.

SO YOU WANNA BE A RECORD BREAKER!?

All of the World and Olympic records are listed (note the distinct lack of British records) which gives you the chance to try and beat them. After every event the screen announces if the records have been beaten. And if you've set a new record then chances are your Olympian will be walking up those steps to the podium to receive a Gold medal. The game also keeps track of the number of medals you've won and displays them at the end of each event.





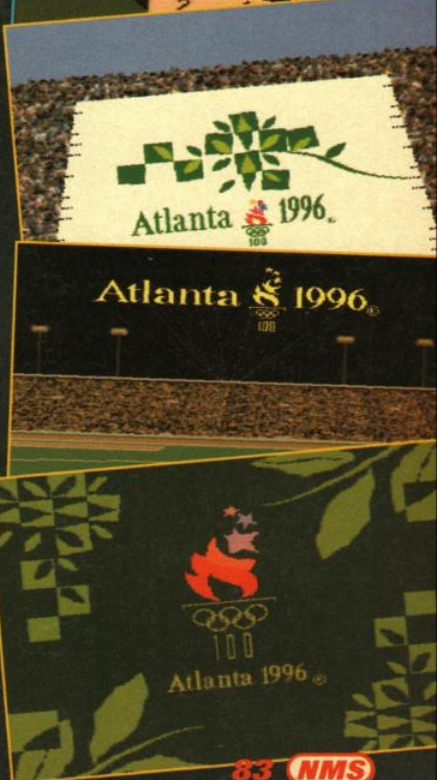


FLY WITH THE GREATEST OF EASE!

The majority of the events in the Super NES Olympics are viewed from an isometric-3D perspective (similar to FIFA Soccer's) although to add extra realism some events feature an assortment of different viewpoints. In the javelin event, for example, you start off with the usual isometric viewpoint for the run-up, but that changes when the game follows the javelin in mid-flight. The Game Boy version plays from a side-on perspective, apart from the shooting events which are viewed from behind the player.

WHAT A NIGHTMARE!

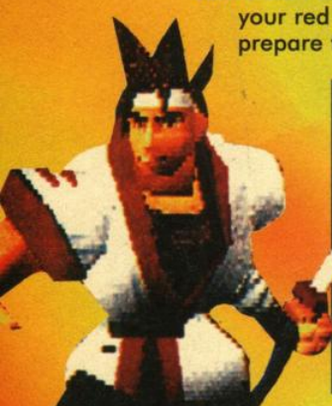
You may think it's all champagne and skittles creating the official licence for the Olympics, but it can be fraught with headaches. There are strict guidelines that have to be followed, such as the design for the strange border around the screen in the Super Game Boy version. This pattern is actually the official design to celebrate 100 years of the Olympics, so no doubt anyone coming back from holiday in America will be wearing it with pride. Also the boards around the outside of the tracks and such like have to be a set colour. And you thought you could do whatever you wanted when you made a game.

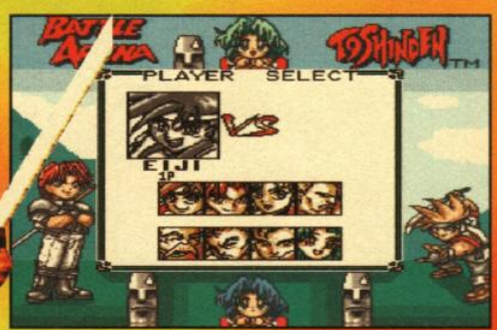


PREVIEW GAME BOY

Give a hearty battle-cry, beat-'em-up freaks, 'cos one of the most successful games on the 'next generation' 32-bit consoles is about to burst onto the good ol' Game Boy. It's time to enter the ring. It's time to fight. It's time for Toshinden...

You've got to admire the Game Boy. For a black-&-white handheld that's starting to get on a bit, it's amazing how many top-notch game are still appearing for it, especially if you're a beat-'em-up maniac. The recent Killer Instinct still rules supreme as far as we're concerned, but you couldn't disregard Mortal Kombat 2 or even the slightly disappointing Mortal Kombat 3. Now Laguna is about to throw a new gaming delight into the ring – and incredibly it's a conversion of a 32-bit 3D-fighting favourite. So grab your red pyjamas and whip out your sword as we prepare to do battle with Toshinden.





2D OR NOT 2D...

If you've got a mate with a Playstation or a Saturn (pity them, the poor, misguided devils) then chances are you'll have heard of Toshinden, a 3D beat-'em-up in which texture-mapped pugilists slug it out in a big grand-slam tournament. The most obvious difference between the fancy 32-bit versions and the Game Boy version is that it's (somewhat inevitably) a 2D game as opposed to 3D. Despite this, the essential gameplay is the same and all eight characters are present, although at the moment we're unsure whether the hidden fighters have entered the tournament too.

TOSHINDE

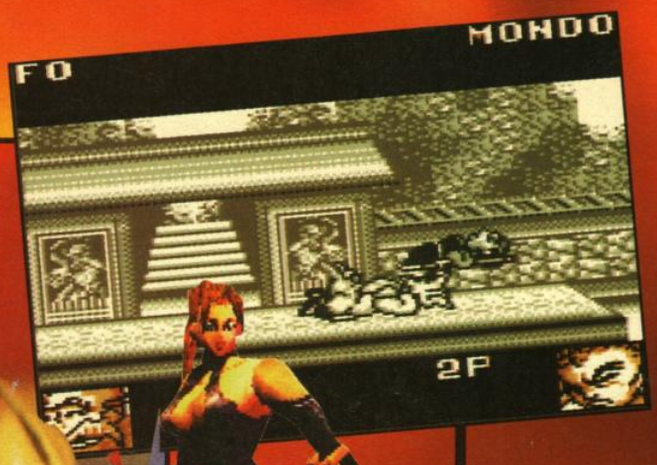
KISS ME OR KILL ME!

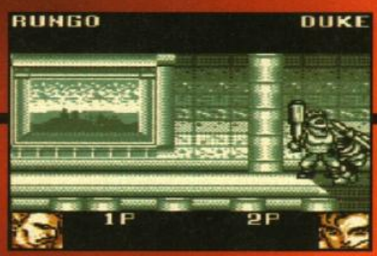
Another difference with the Game Boy version is the look of the characters. 'Out' are the tough-looking macho fighters of the 32-bit versions and 'in' are some cutesy lil' darlings that'd look more at home in an RPG than a fight-to-the-death beat-'em-up. But fear not, because most of the special moves and combo have been left in the game so there's no letting up in the amount of violence a fighter can inflict on his foe.

GAMEBOY PREVIEW

YOU CAN RUN BUT YOU CAN'T HIDE!

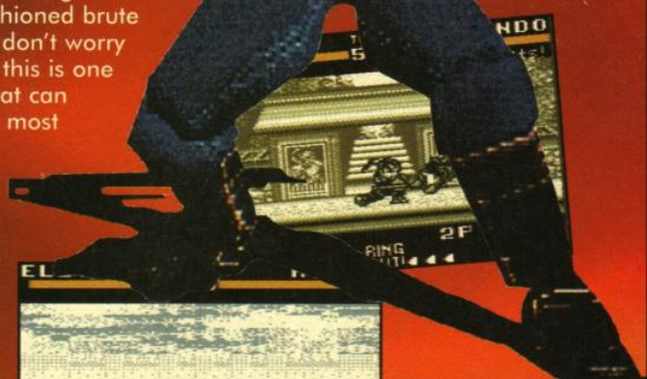
In a beat-'em-up everyone knows that unless you're spawny, getting trapped in the corner means one thing: a huge pummelling, resulting in the round being lost and your ego being dented. However, that never happens in Toshinden – because there are no sides to the ring! If you're standing on the edge of the arena and you receive a blow then chances are you'll end up flipping backwards out of the ring and losing that all-important round.





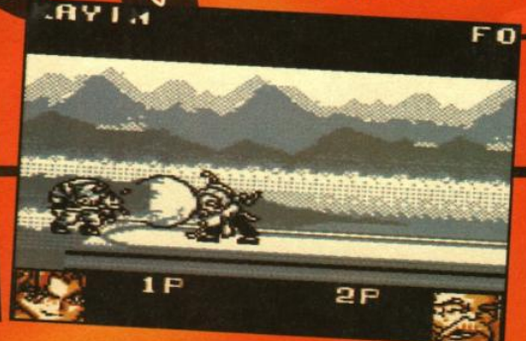
I'M GONNA RIP YOUR HEAD OFF!

One of the biggest differences between Toshinden and the other big beat-'em-ups that have appeared in the past few months is that there's no blood flying around when you perform an uppercut and there are no super-gory finishing moves either. Yes, we're back to pounding someone into the ground using old-fashioned brute strength. But don't worry about it, 'cos this is one big mother that can beat even the most gruesome of games into submission!



CLUB HIM TO DEATH!

Although there are the usual Street Fighter-style array of punches, kicks and devastating special moves, Toshinden permits some more unusual blood-letting tactics 'cos each fighter has a weapon. Depending on your character, you can slice your way through an opponent with your sword or throw them backwards on your lance. And for the more primitive amongst you, you can simply club them to death. Ah-ha-ha-ha – take that, slimeball!



GAME DATA

- GAME: BATTLE ARENA TOSHINDEN
- BY: LAGUNA
- RELEASE: MAY
- GAME TYPE: BEAT-'EM-UP
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 4 MEG

POWER PIGGS OF THE DARK AGE

Whatever happened to the three little pigs after they all moved into that brick house and the wolf gave up trying to eat them? We reckon they probably wandered into a slaughterhouse by mistake and ended up as the filling in a ham sandwich, but then we're evil. Now here's another three little pigs co-habiting under the same roof. Surely there can't be another wolf in the vicinity...?

Life, eh? One day you're a happy little pig living in a peaceful mediaeval world, lazing all day, rolling in muck and searching for truffles, and the next you're living in fear, afraid that you're about to become the world's largest spit-roast. And what's the cause of this scare? Simple: Wizzard the Wolff and his band of merry lycanthropes have moved into the area – and they're starving! Now you'd think all the pigs would band together and fight them off but no, they've all lost their bottle and holed themselves up in their pens – all, that is, save three brave porkers. Trouble is, there's not much evidence to suggest they'll put up much resistance. Have they had martial arts training? No. Are they knights in shining armour? No – they run the local donut shop. Hmmm, Wolff might as well start lighting the barbecue now...

I'LL HUFF AND I'LL PUFF...

So, three little (well, little-ish) pigs are going to save the day, are they? Well, we'll see. Anyway, let's meet them: First we have Gilbert, the swine who invents new recipes for donuts and who, in his spare time, can also knock up a pretty mean weapon. Moving on there's Lotta, the master of the cash resister and a whizz with a crossbow. And last but not least there's Bruno (fully recovered from his severe pasting from Tyson, we assume), the leader of the pack. He's by far the biggest of the lot, mainly 'cos he's the chief donut taster. The three decide that Bruno should track down Wizzard, leaving the other two to protect the village.

WHAT BIG TEETH YOU HAVE!

The wolves have come up with a cunning plan to confuse the pigs as they begin their assault – they intend to confuse everyone by dressing up as mediaeval princesses! Luckily the pigs are fractionally more intelligent than Little Red Riding Hood's granny and have seen through this line of attack. Mind you, it does make you wonder where the furry fiends hide their crossbows. Ooh it doesn't bear thinking about really, does it?

TAKE MY BREATH AWAY...

Over the years we've seen an array of exciting special moves: Ryu has his fireball, Raiden has his lightning bolt, etc, etc. So, what do the pigs have? They have their Butt Slam. Yes, these enormous lumps of lard jump as high as they can, push their bums out and pound down, crushing anything and everything. The Butt Slam is mainly used to break open the wooden crates containing either extra energy or missiles that are dotted around the levels.

(BELOW) Is it a bird? Is it a plane? No – it's a bloody flying pig!

I'VE GOT A REALLY CHRONIC CASE OF WIND!

Strange as this may sound, what with the hero weighing in at a portly half-a-ton, Bruno can take advantage of the winds that are raging through the town. The winds have come from Wizzard's wind machine, although what it's actually used for nobody knows. Anyway these winds allow Bruno to float up to the rooftops and higher ledges – all he needs to do is stand under one of the air pockets and let nature take its course.

IGGS ARRIVE ON THE SUPER NES!!

IN A PORK CRACKLING NEW ADVENTURE!!

CAN THEY SAVE THEIR FRIENDS' BACON?!

GAME DATA

- GAME: POWER PIGGS
- BY: TITUS
- RELEASE: MAY
- GAME TYPE: PLATFORM
- PLAYERS: 1-2
- CART SIZE: 8 MEG

(ABOVE) In Level 2 you have to make your way through a dense forest, before battling a giant wolf's head. I hope you saved some donuts...

DUNKIN' DONUTS!

Bruno has two different types of missile attack, and given the pigs' former profession it hardly takes a brain surgeon to work out what they're going to be. Yes, they're donuts – though it's not exactly a good advert for your shop if you can kill someone by whacking them on the head with one. Silver donuts fire straight at an enemy, while bronze donuts home-in. It's wisest to keep these donuts stocked up for the battles with the end-of-level bosses, otherwise you'll have to rely on your sword-fighting skills to save the day.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

KIRBY SUPER DELUXE

MARIO AND DONKEY KONG HAD B
MR PINK'S HERE IN HIS

Why didn't anybody think of doing it before? I mean, Kirby's always been at his most popular when sucking up baddies while floating over multi-coloured walkways, so why has it taken him so long to appear in a Super NES platformer? Oh well, ours is not to reason why – and anyway, he's here now. As they say, all good things to those who wait...

Kirby's massive success is a tribute to the gaming vision of Nintendo. I mean, can you imagine the sort of reaction the chaps at HAL Laboratory would've got if they'd shown the first Kirby game to any other games company? Picture the scene, as HAL's designers unveil the finished game to a room full of SadSoft's top bosses, all of whom are hoping for The Next Big Thing...

"So he's a pink, fat blob..." splutter The Suits, their jaws dropping floor-wards.

"Yup!" reply the HAL lads, proudly.

"...And he sucks in lungfuls of air and floats around..." groan The Suits, shocked looks playing across their faces.

"Absolutely!" smile the plucky HALsters.

"...And he gains the powers of his enemies by swallowing them..." cry The Suits, beads of cold sweat breaking out on their foreheads.

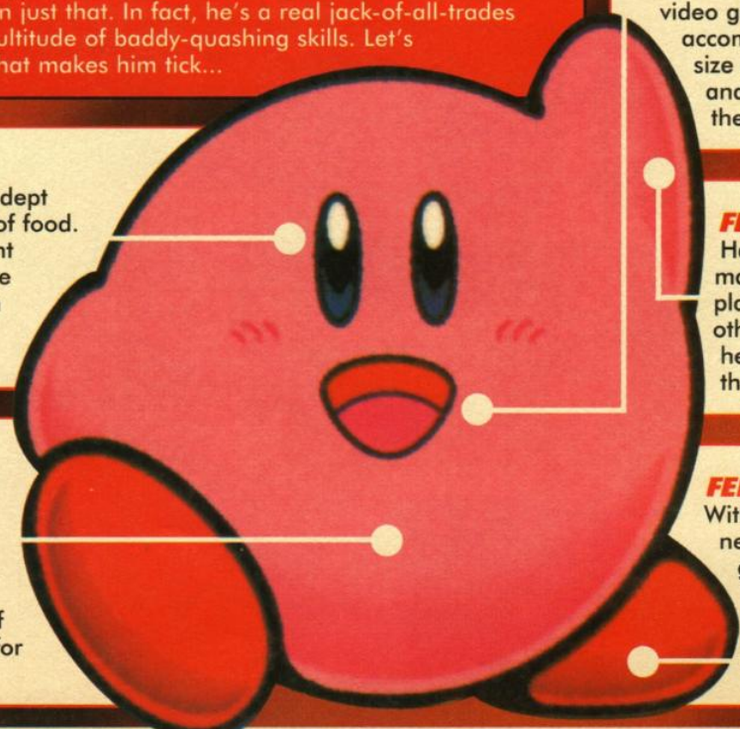
"Right on, daddio!" grin HAL's creatives.

"...This is going to be the biggest disaster in video-gaming history!" sob The Suits, salty tears dripping down their cheeks. "Take your stupid game and shove it up your..."

Er, yes, well, you get the idea. But thanks to Nintendo and its support, Kirby has become one of the biggest stars in video games, and a company mascot who's almost as well-known as Mario. All hail, Kirby!

ANATOMY OF A KIRBSTER!

Everybody knows that Kirby's pink and fat (much like our beloved Ed), but there's a bit more to him than just that. In fact, he's a real jack-of-all-trades hero who's blessed with a multitude of baddy-quashing skills. Let's take a closer look and see what makes him tick...



EYES
Kirby's pinkish peepers are adept at seeking out tasty morsels of food. And if he's picked up the right special ability, he can also fire baddy-blasting lightrays from them, just like Cyclops in the X-Men comics!

MOUTH
Kirby has one of the most flexible gobs in video games, capable of stretching to accommodate enemies of almost any size and shape. Also, by sucking in and blowing out air Kirby can float off the ground and reach lofty ledges.

FLIPPERS
Having no fingers and thumbs makes Kirby a pretty useless guitar player, but his digit-free flippers have other uses. By furiously flapping them he can hover for a few seconds, and they can be used to block attacks.

STOMACH
You might think our Dave's stomach is pretty amazing, but it's nothing compared to Kirby's! After swallowing a nasty, Kirby can absorb its powers and use them himself for a short time. How's that for express relief?

FEET
With silly little feet like these Kirby will never play for England, but their gummy pads help him cling to all kinds of surfaces, no matter how slippery. He's not much of a jumper, our Kirby, but who cares when he can fly?

PACKING 'EM IN!

You sure get your money's worth with Kirby Super Deluxe. The 32-meg cart contains not one, not two, not three (okay, I'll cut to the chase) but a mighty **SIX** individual Kirby games, as well as some 'just for fun' sub-games.

KIRBY'S ISLAND ADVENTURE

The simplest of all the platform games on offer, consisting of some short, sweet and linear levels. If you're new to the Kirby phenomenon, this is the game to attempt first – it'll get you trained up and more than ready for what's to come later on.

KIRBY'S GRAND PRIX

This is a bizarre race-n'-chase game, in which Kirby has to steam along as fast as his little stumps will carry him to (a) eat as much food as possible, and (b) reach the finishing line first before King Dedede. Phew!

KIRBY'S RESCUE MISSION

A giant eagle has kidnapped some baby chicks – and guess who's got to rescue them from the bad bird's mountain hide-out? That's right – lil' Kirby! This game consists of five huge levels but even so it's not too tough to crack, especially as the game saves your position after each level.

KIRBY'S TREASURE HUNT

More platform antics as Kirby searches for treasure chests containing golden booty. This is one of the tougher games, mainly 'cos it places a heavy emphasis on solving action-based puzzles. You'll really have to get your thinking hat on if you hope to find all the chests!

JUST FOR FUN!

These two sub-games, which we here in the NMS office have nicknamed Japanese Stand-Off! and Chop-Socky!, can be played at any time for a bit of light relief. They're both fully explained elsewhere, okay?

LUXE

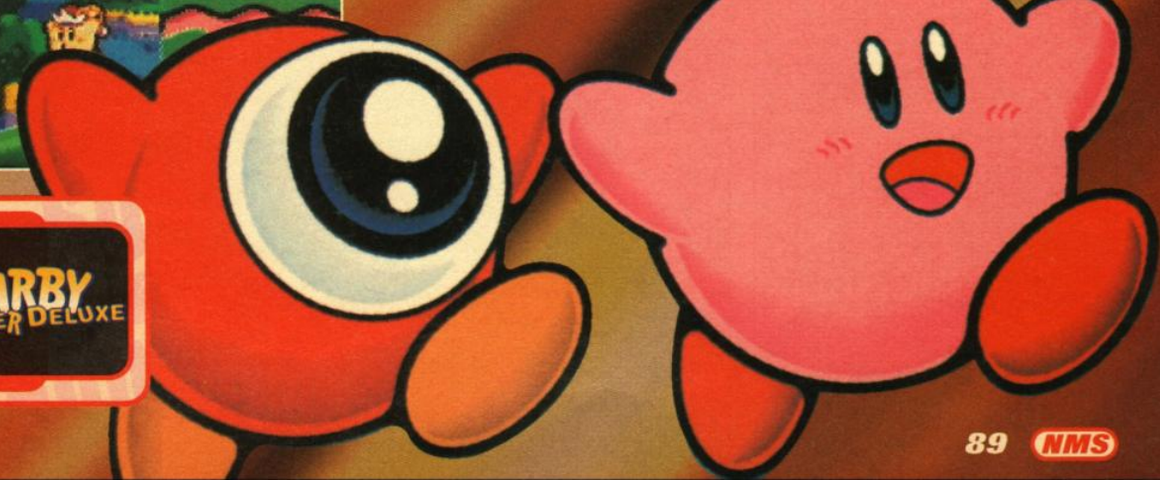
BETTER WATCH OUT!!
S FIRST SUPER NES PLATFORMER!!

SUCKER FOR PUNISHMENT!

In traditional Kirby fashion, Kirby can assume the powers of his many foes by sucking them up and swallowing them. But in Kirby Super Deluxe it doesn't stop there – he can also vomit them back up, whereupon the bile-covered baddy will follow Kirby around like some lovesick fool, selflessly attacking his former allies on Kirby's behalf. And should Kirby get tired of his slave's attention he can get rid of him with another tap on the 'suck' button, which turns him into a harmless object. Well, you've got to be cruel to be kind.

TOP SECRET!

You can't actually play two of the games when you first insert the cart – at least, not until you've completed the other games. You see, you have to 'earn' access to all of the games. Things in life are never as easy as they seem, are they?



GAME DATA

- GAME: KIRBY SUPER DELUXE
- BY: NINTENDO
- RELEASE: TBA
- GAME TYPE: PLATFORM
- PLAYERS: 1
- CART SIZE: 32 MEG

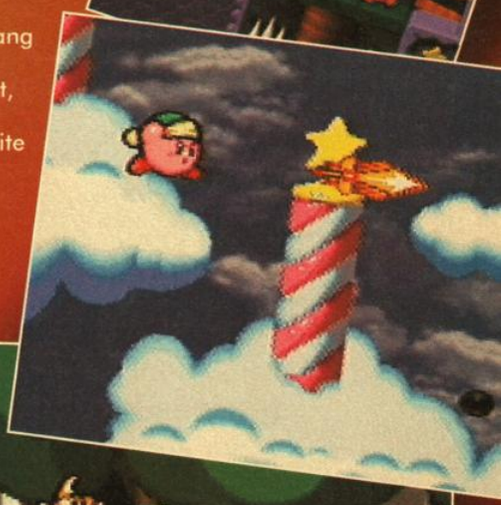
KIRBY SUPER DELUXE

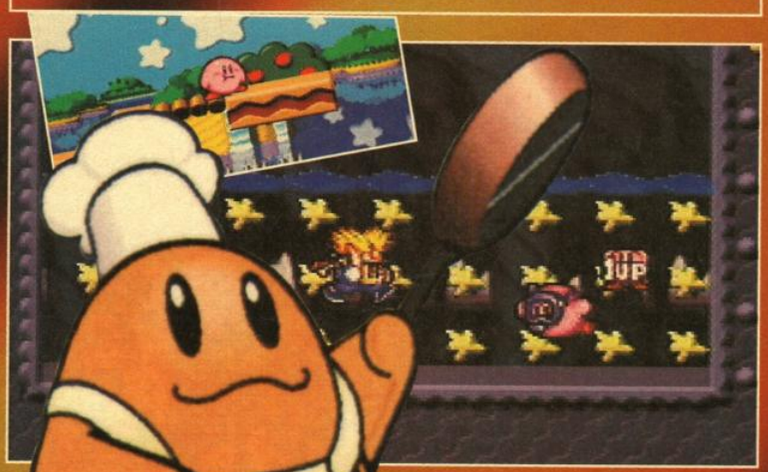
A LOAD OF BLOCKS!

Many of KSD's most valuable bonuses are hidden in secret rooms or chambers, sealed away from prying eyes by walls of sturdy blocks. And while most of these walls will rapidly crumble before Kirby's various attack modes, there are some that can only be removed by detonating the special 'dynamite' blocks that you'll sometimes come across. Scorchio!

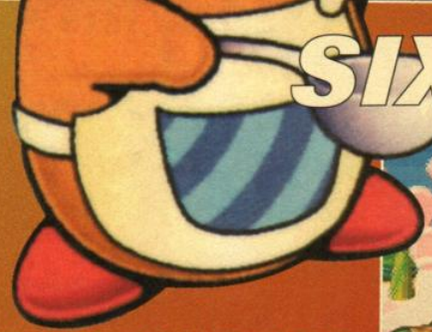
CANNON CAN!

KSD has occasional shades of Donkey Kong Country, such as when Kirby comes across a giant cannon sitting slap-bang in the middle of the landscape. What's that all about, then? Well, by picking up a fireball attack Kirby can ignite the fuse nearby. Now, if he manages to hop into the cannon before the fuse burns down he gets a one-way trip to a room filled to the top with juicy bonuses.





SIX GAMES IN ONE MAKE



WEIRD JUST AIN'T THE WORD!

Kirby games have always been a bit, well, *strange*, but Kirby Super Deluxe takes the biscuit – it's weirder than a very weird episode of The X-Files. Want an example? How about the baddy who looks like an old-fashioned microphone? If Kirby sucks him up then he can then attack his enemies by singing at them, or playing guitar, or... well, you get the idea. Ooh, I feel funny... I think I need a bit of a lie down...

(BELOW) Eat a microphone baddy and Kirby can let rip! He knows it's only rock-n'-roll – but by gum he likes it!

BIG, BAD N' BEAUTIFUL!

Several times during Kirby's adventures you'll have to fight giant boss monsters. But as with all Kirby bosses their bark is much worse than their bite – they may look fearsome, but most of them are dead easy to defeat. Even the end-game bosses don't pose much of a challenge, making KSD a game for the less-demanding Nintendo gamers out there.

(ABOVE) Just a small selection of the super-strange weirdoes Kirby has to face at various points in his six new adventures.

SHORT N' SWEET!

It's not all huffin', puffin' and platforms, you know. To add to the fun there are a couple of bizarre sub-games for you to dabble with, with rumours of more which are revealed as and when you complete the main games. They can be played by either one or two players, and they're both a right giggle!

CHOP-SOCKY!

In front of a crowd of familiar faces (can you spot Mario, for instance?), Kirby and a rival smash hefty concrete blocks for fun and profit. Like the Japanese Stand-Off! sub-game described below success comes from split-second timing and lightning-fast reactions. Let's party!

(ABOVE) Hit fire to select your power...

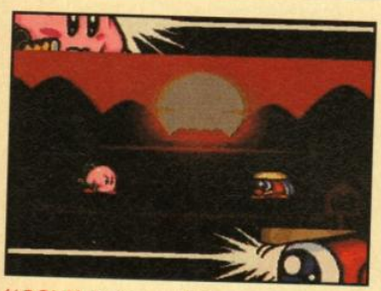
(ABOVE) Wait for the circles to cross...

(ABOVE) Tap when the pendulum is in the middle of its swing...

(ABOVE) Crack! Kirby's blow sends a fracture through the planet!

(ABOVE) Ha-ha! It's no contest – once again Kirby is victorious!

ES FOR A MEGA-VALUE CART!!



(ABOVE) Kirby and his enemy size each other up...

(ABOVE) ...Wait for the word to go... Patience is a virtue here...

(ABOVE) ...GO!! Hai-ya! Kirby leaps in with a perfectly timed blow...

(ABOVE) 7-0... I think the scoreline speaks for itself!

JAPANESE STAND-OFF!

Two proud warriors stand face-to-face, their eyes locked, bodies motionless. The tension slowly mounts... Suddenly there's a flash of swordblades... One man falls... Game... Over. This is basically a reactions' test, in which Kirby faces a series of increasingly quick-off-the-mark foes.

Grab your swimming trunks, your inflatable armbands and your purple alligator li-lo, 'cos we're heading off on a cruise! Ah, two weeks off putting your feet up, drinking, eating and, well, even more drinking. Come on, it's a cruise – what can possibly go wrong?

A huge disaster has taken place aboard the good ship SS Lucifer – the silly fools have hit an iceberg off the coast of Greenland and it's all cold and wet. Unfortunately the crew and passengers are a bit of a brainless bunch that can barely dress themselves let alone escape a lung full of icy water. In a panic they're all scampering around like a bunch of headless chickens to the bowels of the ship in an attempt to escape the fires that are raging on the upper decks. The biggest problem though, is the 70,000 gallons of ice-cold, sea water that is flooding into the belly of the sinking boat. If someone doesn't help soon all the crew and passengers are going to end up decorating an octopuss's garden. Who can we send? Megaman is busy saving the Earth from another alien attack, Mario's rescuing another princess. There's really only one person that's up for the job – a bloke called Kevin Codner.

EXCUSE ME... MY FEET ARE STARTING TO GET WET!

Sink or Swim is a puzzle game in which you have to use your brain to determine how exactly to save the passengers. Kevin begins his quest in the bottom-right hand corner of the ship's hull with his rubber-ring intact (sounds unpleasant) and has to work his way through the ship rescuing passengers which are now spread over the entire length and bredth of the ship. As harsh as it may sound Kev doesn't have to save everyone because when he begins there's a control panel which tells you how many people are in the level and how many have to be rescued to progress further. I know it sounds tight but when it comes to the crunch and a it's a choice between some fat bloke who's gonna be a real pain to rescue or a nice, sweet pretty, which one are you going to choose?

IT'S A TITANIC STRUGGLE!

There are several options available to our Kev when it comes to his knight in shining armour routine. For one he's tooled up to the teeth with bombs, but bearing in mind half of the ship is on fire and the other half has water pouring into it by the canal load, is it really a good idea to blow more holes in the hull of the ailing tub? Anyway that's really the least of Kev's worries because there's a variety of tasks that Kevin has to perform to complete a level....

CONVEYOR BELT

Originally used for transporting luggage these now have to be used to get passengers out of an area as quickly as possible. All of the belts have a switch to one side which reverses the direction they travel. Use these to stop passenger walking round in circles or to slow the lemmings down.

FULL PRESS

The exposed pistons are a recipe for disaster if the passengers get too close. And worse, most of the pistons are next to conveyor-belts. It's up to Kevros to make sure he gets his timing right sending people through because get it wrong and they're flatter than a pancake in seconds.

BLOCKS

Boxes can be put to good use blocking pathways, forcing the passengers to a new section of the ship without ending up in the briny. Luggage is usually found near conveyor-belts but take care as sending too much or flicking the wrong switch can result in a trip to the bottom of the ocean.

LIFE PRESERVERS

With the water-level rising rapidly there may not be enough vital oxygen tanks to go round. If this happens to be the case Kevley may have to search through the level for a life-vest and then quickly get the remainder of the helpless minions into it before the chamber completely flooded.

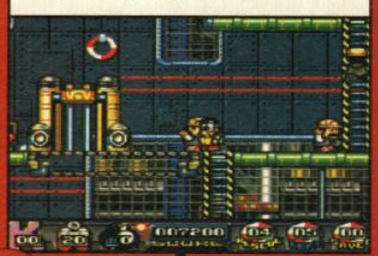
ICEBERG...WHAT ICEBERG? DY WE'RE GOING DOWN!! E TO SINK OR SWIM!!

KEEP YOUR TRAINING PANTS ON A BIT LONGER!

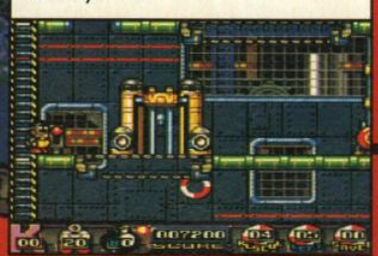
Tired of watching your pathetic attempts to rescue people backfire. Well maybe you're not quite up to it yet, but fear not as there's a training mode that allows you to venture through a few of the typical levels you'll encounter when you head back to the main job in hand. Training mode makes the job easier by displaying a hand controller on the screen which indicates exactly which button needs to be pressed.

Just to give you a little saline taster of what Sink Or Swim's like, here's a swim through of one of the 100 levels...

1 Climb the ladder and flick the switch so the conveyor belt moves to the right to stop the crew from being able to walk under the press.

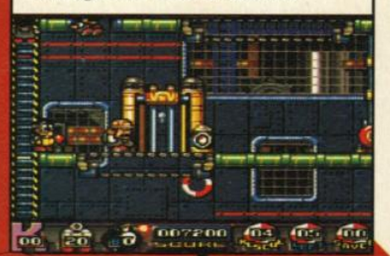


2 Kev now has to climb the ladder to the left and flick the switch to activate the next conveyor belt.



3 Now drop down and wait for the last member of the panic-happy crew to walk onto the conveyor belt.

4 Flick the switch so it changes direction. You may need to switch it back quickly just before he passes under the press doesn't crush him. Repeat the process until all the crew are through the press and make your way to the top and use the same technique to get them through the second section.



5 They should now walk to the doorway at the top so go and stand by the door, waiting for it to open.

GAME DATA

- GAME: SINK OR SWIM
- BY: TITUS
- RELEASE: APRIL
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1 PLAYER
- CART SIZE: 8 MEG

SPECIAL FEATURE

Blimey, gameheads – It's Williams' latest attack on the beat-'em-up market, War Gods. Check out this first look at the arcade version and take note, because War Gods will be coming to the N64!

Don't fighting characters ever get a tad tired of scrapping amongst themselves? How long, for example, have the Mortal Kombat lot been at it? Flippin' years – and they're still not tired of punching the same face. It's a good job their mothers don't see them either – all that rolling around in all the mud, scuffing their shoes and tearing holes in their best texture-mapped trousers. You can just imagine Goro's mum giving him a good clip around the lug-hole when he comes in late with a big tear in his new loin-cloth. Well, they never seem to learn, so get ready to meet another bunch of fighters giving their worried parents anxiety attacks – meet the War Gods!

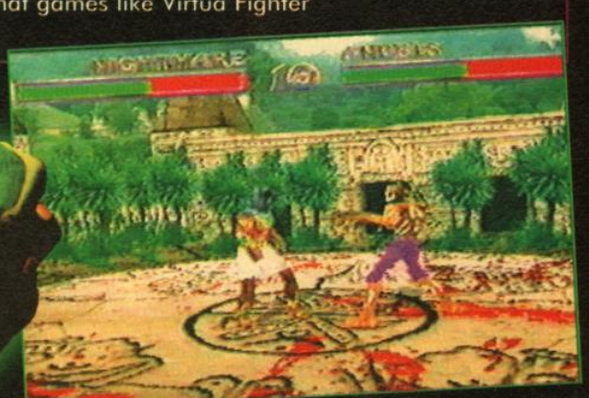
THE AMBROSIA OF TH
KICKIN' 3D ACTION ROC
TEN MORE HARDENED FI

OREY-STORY!

There was this alien right, and he was on his way back to his own planet with a big load of this life-giving ore in tow. And he's just passing through our universe when – bang! – the flippin' solar system goes and spontaneously creates itself. Talk about bad luck – he never even got a chance to slam the brakes on. Anyway, the errant alien's ship crashes (totally blowing his no-claims policy) and the ore is scattered all over a very primitive planet Earth. As time passes ten humans come into contact with this special stuff and are immediately transformed into super-evolved warriors who's only ambition in life is to battle for the ore. Typical, innit?

SKIN JOB!

The War Gods do all their scrapping in glorious 3D and Williams, the arcade gurus who programmed War Gods, have introduced some pretty nifty effects that should push beat-'em-up graphics to a new level. All of the ten fighters are all overlaid with a special digital skin texture which helps eliminate that polygon look that games like Virtua Fighter suffer from.



BUTTON MUCH-ROOM!

Another interesting feature that War Gods has, and the N64 version should also boast, is a special 3D button. This unique addition to the gladiatorial ring allows players to move freely anywhere in the entire play arena, allowing you to attack from the side and even behind! Sounds cool!

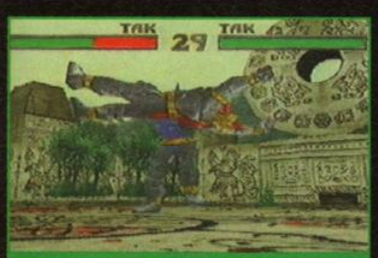
WAR GODS

E GODS – FIGHTING!
KS TOWARDS THE N64!
GHTERS JOIN THE FRAY!

NINTENDO-A-GO-GO!

It's more than just a rumour that War Gods is going to appear on Nintendo 64 – it will by Mario's moustache and it promises to boast extra features too. We don't really know a lot about them at time of going to press, but we are reliably informed that the Nintendo 64 version will be much quicker than its arcade counterpart. More as it breaks...

"I shall break your spine with one devastating throw!" says WG1.



Ooh, I can see your mango plantation from here," replies WG2.

"WHAT! No-one touches my mangos!" screams enraged WG1.

"I was only joking. Blimey, talk about protective!" moans WG2.

TAKE YOUR BRAIN TO ANOTHER DIMENSION!

All of the War Gods punch and kick it out in full real-time 3D. Like the Mortal Kombat series each character has a devastating range of special moves and they also come equipped with some awesome projectile attacks and some Tekken-esque grappling throws, but unlike the MK series, they're all in glorious surround-eyes 3D.

GAME DATA

- GAME: WAR GODS
- BY: WILLIAMS
- RELEASE: TBA
- GAME TYPE: BEAT-'EM-UP
- PLAYERS: 1-2
- SYSYEM: ARCADE

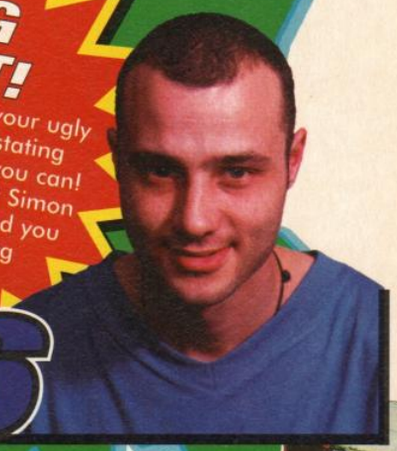
NMS ON THE ROAD

Hello again, gamesters! Yes, it's time for that bit of the mag where we have to get off our asses and go out and meet you lot to find out what real life outside the NMS birdcage is really like. Oh, and give away bags of T-shirts and other top stuff, all courtesy of THE Games!

As advertised in last month's NMS, we trekked down to London's Oxford Street and did the old Lambeth Walk in a true Alfie Spoons' Cockney style-e. After Simon took off his Pearly King's outfit we hit some of the biggest, most spangle-y games stores in the UK in search of NMS readers gunning for freebies.

MUG SHOT!

So you fancy getting your ugly fizzog into the devastating pages of NMS? Well, you can! All you've to do is spot Simon on the allotted day and you could end up taking home a load of goodies!



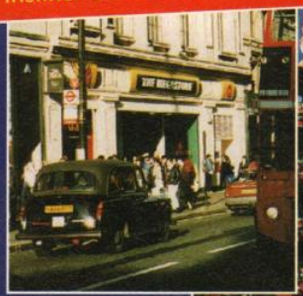
NMS UK TOUR 96

VIRGIN MEGASTORE

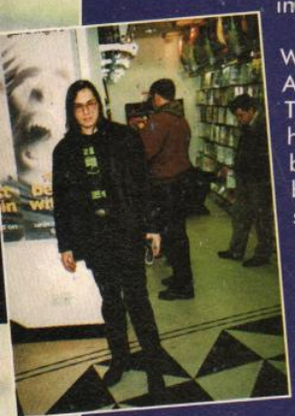
Wow! This place is the second largest self-contained gamestore in the World. In fact, it was the largest – until Virgin opened its New York branch which 'out-larged' it by a few square feet. Anyway, it's packed to the rafters with every conceivable format of game possible and, obviously, there's loads of Nintendo product. Here's our top five hot spots in-store...

BARGAIN BIN!

(1) Killer Instinct £29.99
(2) Zelda: A Link To The Past £19.99
(3) Super Metroid £29.99
(4) Zelda: Link's Awakening GB £12.99
(5) Killer Instinct GB £14.99



Richard Warner is the manager of Virgin Megastore's console department and is totally responsible for their £4 million worth of games sales. He reckons his best sellers are currently Donkey Kong 2 and Yoshi's Island – no surprises there then! He also told us that once the N64 is released in Japan then the Oxford Street branch will have one running import games. Top!

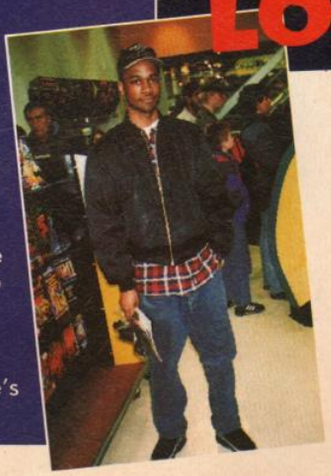


We caught 21-year-old student Alvin perusing our Shadows Of The Empire feature. Alvin says he's got loads of games systems, but says "Nintendo have always been really good in the playability department, so their new machine's really interesting to me."And he knows all about the subject of good playability because Super Mario Kart is his fave game: "It had me hooked for ages – in fact, it's still got me now after this long!"

Martin Connolly was glancing over a tips guide for Donkey Kong Country when he spotted us. "I've completed it, but I wanted to see if there was anything secret I'd missed" he said "I rate it as my favourite game, although I'm still saving to get the second DK title."

23-year-old Justin Coyne's a Virgin employee, but the flood of 32-bit technology hasn't stopped his favourite title being Super Empire Strikes Back – "it's the AT-AT level that does it for me every time," he admitted.

Anthony Jermaine from South London was caught trying to make up his mind over whether or not to buy ISS Deluxe. "Buy it!" we all screamed, handing him a free KI T-shirt! Anthony says his current favourite game is NBA Jam, but he's also well into Killer Instinct.



NMS ON THE ROAD

ELECTRONICS BOUTIQUE
100 OXFORD STREET, LONDON

Ooh, EB's gone all posh this month as their Oxford Street store has just had a total refit. This is one of their flagship sites, so the Boutique have guarantees that once Nintendo's 64-bit console is released in Japan they'll have import machines in-store so you'll be able to check out just how cool it is.

BARGAIN BIN!
(1) International Superstar Soccer £24.99
(2) Donkey Kong Country £24.99
(3) Super Tennis £17.99
(4) Doom £39.99
(5) Hebereke's Poppoon £14.99

Linus Dominique is Senior Sales for consoles in EB and a bit of a Nintendo freak to boot. Their best seller at the moment, he says, is Square's Secret Of Evermore, but he reckons that once the N64 is released "it'll sell like crazy and give the competition a real run for its money."

Mark Bulley is a total games nut. The 16-year-old lives, breathes and, er, poos Nintendo games. So he was well chuffed when he found out he'd won a T-shirt, badges, tattoos and a **GAME!** "I can't wait for the Nintendo 64 – Super Mario 64's gonna be the best thing ever!"

Vo Long Tran 15 Is a dedicated NMS reader and says his cousins, who are also keen Nintendo gamers, will be well jealous when they see him in NMS. Vo's a very keen Game Boy owner and says that Killer Instinct on Game Boy is his favourite game ever. In fact, he's that good at it he gave us some new moves and tips for Rare's handheld conversion. Cheers Vo! Accompanying Vo was his younger sister Lily. Nine-year-old Lily is also a Game Boy fan and said "my favourite Game Boy title is Dr Mario because I like puzzle games. And I really love Super Mario World too."

WHAT'S HOT IN YOUR SHOP!

Biorythms giving you a touch of gip? Well, get your vibrations in complete sync with the, er, universal flow with these top carts. Boomshanka, man!

TOY STORY
NMS rated 92%
SUPER NES ● T•HQ

Disney's latest hit comes to the Super NES in all its fully rendered glory. Loads of variety and excellent gameplay make Woody and Buzz's adventures worth any gamer's groats.

PGA TOUR GOLF 96
NMS rated 87%
SUPER NES ● T•HQ

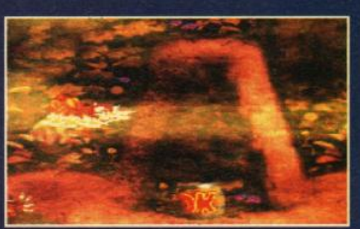
Golfing japes until you can't grip your club any longer with T•HQ's definitive incarnation of this much lauded simulation.

WORMS
NMS rated 91%
GAMEBOY ● OCEAN

It's blend of strategy, action and fun coupled with the capacity to entertain up to eight people in one foul swoop makes Worms an essential purchase for any Game Boy owner.

DIDDY'S KONG QUEST
NMS rated 97%
SUPER NES ● NINTENDO

One of the finest platform titles on any format let alone the Super NES. Sometimes we wonder if we marked it high enough!



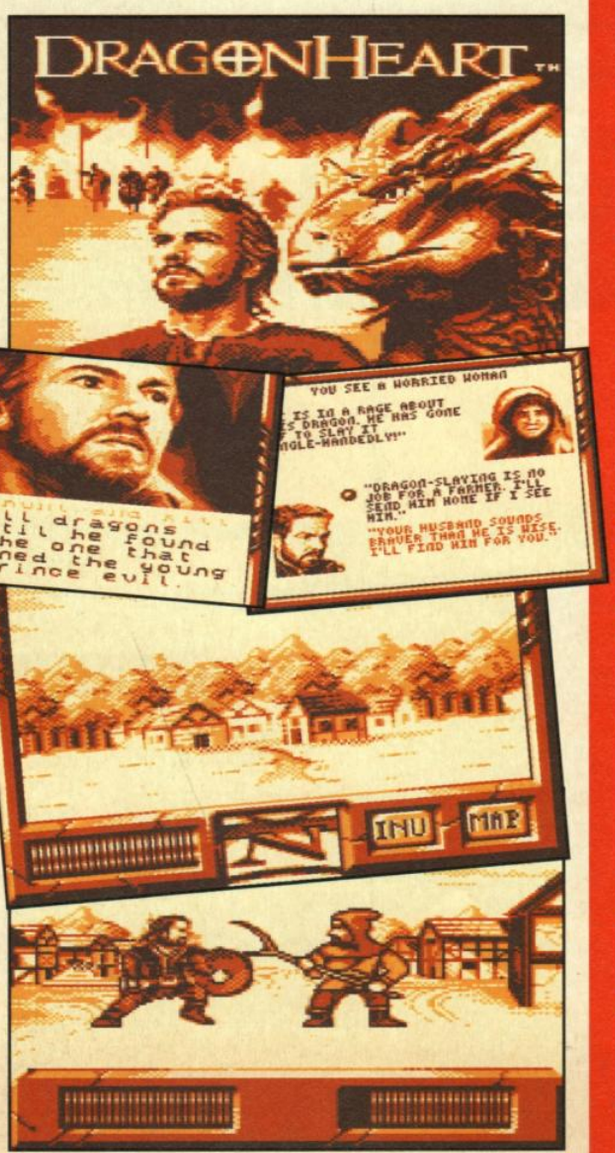
NEXT STOP: BRIGHTON!

The NMS tour rocks into Brighton next month. So keep your peepers well and truly peeled in and around the games shops on Thursday 16th May, because our roving rogue Simon will be there giving loads of freebies away and the odd bit of advice on how to cope with life until the arrival of the N64. Until then game-pups keep your hands twiddling those pads and your reflexes sharp because the N64 isn't that far away!

HAVE A (DRAGON) HEART!

Dragonheart, destined to be one of this Summer's biggest movie blockbusters, is coming to the Super NES and Game Boy courtesy of Acclaim. This Universal Pictures film is an epic fantasy adventure starring Dennis Quaid as Sir Bowen, a famous dragonslayer who must team up with Draco, the last dragon in the World, to defeat the evil King Einon. If nothing else, the movie promises to be a special effects' tour-de-force – Draco, voiced by former James Bond actor Sean Connery, has been generated on computer in a similar way to the dinosaurs in Jurassic Park, and advance word is it looks spectacular.

Dragonheart: The Game looks set to be equally impressive. We've had a sneak preview of the Game Boy version and it's an interesting departure from the usual uninspired platform tie-ins. Using a Doom-ish first-person 3D view, it's more of an RPG adventure, in which the player, as Sir Bowen, ventures around the fantasy setting, talking to people and solving puzzles. Whenever a fight breaks out, the view switches to side-on 2D as the protagonists slug it out in classic beat-'em-up style-e. There's no news yet about when the games will be released, but we'd expect it to be around the same time as the movie. Full preview and hopefully Super NES shots next month!


DRAGONHEART
YOU SEE A WORRIED WOMAN
"DRAGON-SLAYING IS NO JOB FOR A FARMER. I'LL SEND HIM HOME IF I SEE HIM."
"YOUR HUSBAND SOUNDS BRAVER THAN HE IS WISE. I'LL FIND HIM FOR YOU."
all dragons until he found the one that turned the young prince evil.
INV
MAP

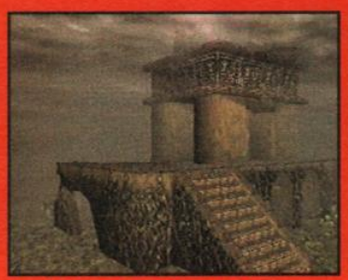
NEXT MONTH!

MORE 64!?!?

Last month we softened you up with our Shadows Of The Empire exclusive, this month we got you on the ropes with our Turok: Dinosaur Hunter scoop, and next month we intend to go for the knock-out with an in-depth preview of the most exciting Nintendo 64 game of them all. Can you handle this merciless punishment?

TUROK: DINOSAUR HUNTER

If our secret negotiations with Acclaim go according to plan, we should be bringing you a full, in-depth look at this saucy N64 stunner next month. Believe us, you'll never look at a Tyrannosaurus Rex in the same way again!



PINOCCHIO

They say it's one of the most graphically lush games ever developed for a 16-bit system. And next month you can discover if 'they' are correct as we bring you a full preview. Plus we take a look at the amazing Game Boy version too!

PLUS!!

Amongst the goodies being reviewed will be Kirby Super Deluxe, Power Piggs and Summer Olympic Games (on both Super NES and Game Boy), while lovers of fine tips will be delighted to hear that Megaman X3 and Toy Story will get the full Cosmic Cracking they so richly deserve. And on top of that there will be the usual heady cocktail of hot-off-the-presses news and freshly-laundered previews that you've come to expect from Britain's premier Nintendo experience.

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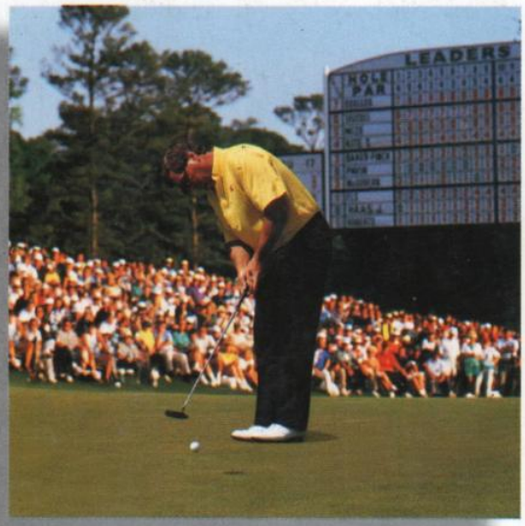

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